

WARHAMMER 40,000 VEHICLE MANUAL

# WARHAMMER<sup>®</sup>

## 40,000

# VEHICLE MANUAL



GAMES WORKSHOP<sup>®</sup>



**A WARHAMMER 40,000 SUPPLEMENT CONTAINING RULES  
FOR VEHICLE COMBAT IN THE 41st MILLENNIUM**



# VEHICLE MANUAL SUMMARY

## VEHICLE MOVEMENT RULES SUMMARY

A vehicle has three different move rates: slow, combat and fast. These move rates are indicated on the Datafax. A vehicle may only accelerate or decelerate by one speed band per turn. A vehicle travelling at fast speed may make one turn of up to 45 degrees during its move. A vehicle travelling at combat speed may make up to two turns during its move. The two turns may be combined into a single turn of 90 degrees if required. A vehicle travelling at slow speed may make any number of turns during its move.

## TERRAIN EFFECTS TABLE

**Tracked.** May not move through woods. Becomes stuck in marshy ground on a D6 roll of a 6. May move over linear obstacles at slow speed. May not move over deep water, but can traverse streams and fords without penalty.

**Wheeled.** May only cross over difficult or very difficult ground at slow speed. May not move through a wood at all and may not cross a linear obstacle of any kind. May not cross water other than shallow streams and fords.

**Bikes/Trikes.** May only cross over difficult or very difficult ground at slow speed. May not cross a linear obstacle of any kind. May not cross water other than shallow streams and fords.

**Walkers.** Can move over any type of terrain except woods or deep water unhindered. Can move through woods or walk underwater along a river or sea bed at half rate. Walls over the height of the model's knee will stop it moving over them, but they are big enough to just push their way through hedges or other light vegetation. Can enter buildings if they can find a hole big enough to get in through and the model will physically fit inside.

**Skimmers.** May move over terrain features without penalty. Can land if they are travelling at slow speed, but will crash if going any faster.

## EMBARKING/DISEMBARKING A SPEEDING VEHICLE TABLE

If a vehicle is moving up to 10", then troops may leave or board it without risk. If a vehicle is moving more than 10" then each model boarding or leaving sustains an automatic hit with the strength shown on the chart below. Any model suffering damage is allowed its normal saving throw and sustains 1 wound if this is failed. Models that successfully disembark may make a normal move after the vehicle has finished its move.

Vehicle's Move	0-10	11	12	13	14	15	16	17	18	19	20+
Strength of Hit	—	1	2	3	4	5	6	7	8	9	10
Save Modifier	—	0	0	0	-1	-1	-2	-2	-3	-3	-3

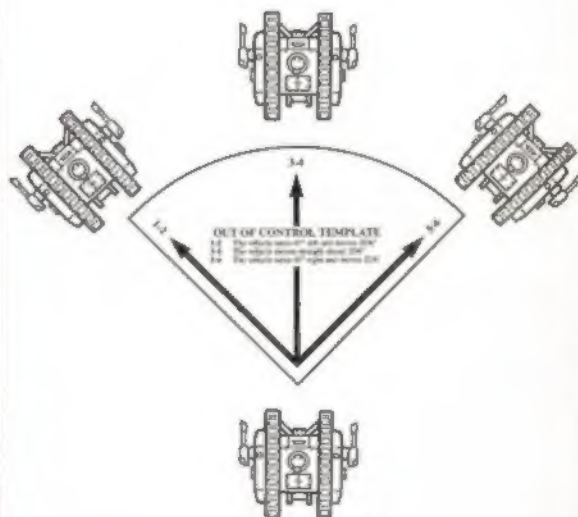
## VEHICLE COLLISION TABLE

Collisions are worked out using the chart below. In a collision involving two vehicles, roll the number of dice for penetration shown. Any location on either model that has an armour value equal to or less than the dice score is damaged. A vehicle which is travelling at slow or combat speed may run into foot trooper models without suffering any damage itself. Vehicles moving at fast speed will suffer a randomly located hit with 2D6 armour penetration. Models on foot which are run over must make a successful armour saving throw or sustain D6 wounds. The victim may dive out of the way by rolling equal to or less than their initiative on a D6.

Speed	0-5	6-10	11-15	16-20	21+
Armour Penetration	D6	2D6	3D6	4D6	5D6
Save Modifier	0	-1	-2	-3	-4

## OUT OF CONTROL RULES

Vehicles moving out of control are moved before other models at the start of their side's movement phase. A vehicle which goes out of control is moved 2D6" but no faster than its maximum speed. The vehicle moves straight ahead or towards the right or left as shown on the diagram below. Roll a D6 to determine direction and move the vehicle in its movement phase.



Make an additional roll for out of control skimmers on the following table.

### D6 Result

- 1 The skimmer dives down and crashes into the ground.
- 2-5 Stay at same altitude.
- 6 The skimmer zooms straight up, stalls, and then crashes to the ground 2D6" in a random direction.



## BIKE SKID TURNS TABLE

A bike wishing to make a skid turn must take a skid test. A bike may attempt as many skid turns as the player wishes. To determine if the skid turn is completed successfully roll a D6, reference the score with the vehicle's speed and read the final result on the chart below.

### SPEED

#### Combat Fast

D6	D6	Result
-	1	The bike crashes and is destroyed together with its rider. The flaming wreck travels straight forward for the remainder of its maximum fast move, and then explodes with an area radius of 1" causing a strength 4 hit on any target within the effect area. If the bike hits something before its move is complete, work out normal collision damage and then the bike explodes.
1	2	The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. No weapons may be fired from the bike this turn, including any fired by a passenger (who is more interested in holding on than shooting).
2-3	3-4	The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. The rider may not fire any weapons, including bike weapons, this turn. A passenger or sidecar crewman may shoot as normal.
4+	5+	The biker successfully completes the manoeuvre.

## VEHICLE HIT AND DAMAGE PROCEDURE

Place the grid over the vehicle's targeting diagram, with the centre over the point of aim. Roll 2D6 and find the corresponding number on the horizontal axis. Roll 2D6 and find the corresponding number on the vertical axis. The shot lands where the two numbers meet. This location may then be moved either horizontally or vertically - but not diagonally - towards the crosshairs, by a number of squares equal to the Target Shift Score:

$$\text{TARGET SHIFT SCORE} = \text{BS} \pm \text{TO HIT MODIFIERS}$$

To see if the shot does damage, roll for the weapon's penetration:

$$\text{PENETRATION} = \text{D6} + \text{WEAPON'S STRENGTH} + \text{WEAPON'S DAMAGE DICE}$$

If the weapon's penetration is equal to or greater than the armour value in the target area, roll on the corresponding damage chart to find the exact damage caused.

A shot loses 1 point of penetration for each full 24" of range between the attacker and the target, as summarised on the table below.

Range	0-24"	24-48"	48-72"	72"+
Penetration Modifier	0	-1	-2	-3

## BLAST AREA WEAPONS

Roll to hit and for scatter (if necessary) using the rules presented in the Battle Manual. If the vehicle is within the blast area, follow the steps described above the following number of times:

Radius	Number
1"-1½"	2
2"-2½"	3
3"+	4

Note that no Target Shift is allowed for weapons with a blast area.

## CREW CHARACTERISTICS

### IMPERIAL GUARD CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	1	3	1	7	7	7	7

Flak armour: save 6+ Weapons: laspistol

### SPACE MARINE CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	4	4	4	4	1	4	1	8	8	8	8

Power armour: save 4+ Weapons: bolt pistol

### SQUAT CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
3	4	3	3	4	1	2	1	9	7	9	9

Flak armour: save 6+ Weapons: laspistol

### ELDAR CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	1	4	1	8	9	9	8

Mesh armour: save 5+ Weapons: laspistol

### CHAOS MARINE CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	4	4	4	4	1	4	1	8	8	10	8

Power armour: save 4+ Weapons: chainsword

### ORK CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	4	1	2	1	7	5	7	7

Flak armour: save 6+ Weapons: bolt pistol

### CULTIST CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	1	3	1	7	7	7	7

Flak armour: save 6+ Weapons: laspistol



## ARMOUR PENETRATION TABLE

This table summarises the armour penetration values of the weapons used in the Warhammer 40,000 rules. You can work out penetration rates for yourself using the profiles, but we thought it would be useful to have a summary.

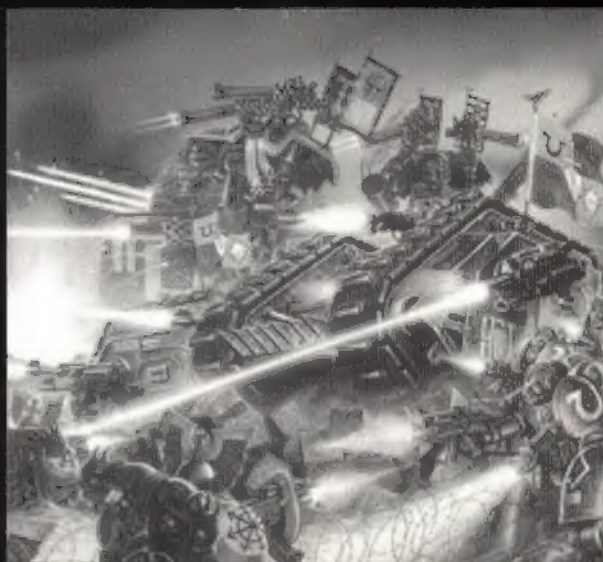
In addition to the penetration value, we've include the minimum and maximum results and the average result a typical dice roll will give you. Obviously you don't need to know these values to play the game, but smart players will quickly realise the usefulness of knowing how much armour they're likely to penetrate with a shot. Remember that the more dice you roll the greater chance you have of obtaining a result close to the average score – so a lascannon with 3D6+9 is more predictable than a plasma gun with D6+7.

PISTOLS	Armour Penetration	Min. Result	Max. Result	Average Result
Autopistol	D6+3	4	9	6.5
Bolt Pistol	D6+4	5	10	7.5
Hand Flamer	D6+4	5	10	7.5
Laspistol	D6+3	4	9	6.5
Needle Pistol	D6+3	4	9	6.5
Plasma Pistol	D6+6	7	12	9.5
Shuriken Pistol	D6+3	4	9	6.5
Stub Gun	D6+3	4	9	6.5

BASIC WEAPONS	Armour Penetration	Min. Result	Max. Result	Average Result
Autogun	D6+3	4	9	6.5
Boltgun	D6+4	5	10	7.5
Bow	D6+1	2	7	4.5
Crossbow	D6+1	2	7	4.5
Death Spitter	D6+6	7	12	9.5
Flamer	D6+4	5	10	7.5
Fleshborer	D6+4	5	10	7.5
Graviton Gun — Automatically penetrates the target				
Hand Bow	D6+1	2	7	4.5
Lasgun	D6+3	4	9	6.5
Meltagun	2D6+8	10	20	15
Musket	D6+3	4	9	6.5
Sniper Rifle	D6+3	4	9	6.5
Ogryn Ripper	D6+4	5	10	7.5
Plasma Gun	D6+7	8	13	10.5
Shot Gun	D6+4	5	10	7.5
Shuriken Catapult	D6+4	5	10	7.5
Storm Bolter	D6+4	5	10	7.5

GRENADES	Armour Penetration	Min. Result	Max. Result	Average Result
Frag Grenade	D6+3	4	9	7.5
Haywire — Automatically penetrates (see rules)				
Krak Grenade	2D6+6	8	18	13
Plasma Grenade	D6+5	6	11	8.5
Rad Grenade	2D6+D4	3	16	9.5
Vortex Grenade — Automatically penetrates (see rules)				

SUPPORT WEAPONS	Armour Penetration	Min. Result	Max. Result	Average Result
Distort Cannon — Automatically penetrates (see rules)				
Rapier	D6+9+2D10	12	36	23.5
Scatter Laser	D6+6	7	12	9.5
Tarantula	3D6+9	12	27	19.5
Thudd Gun	D6+6	7	12	9.5

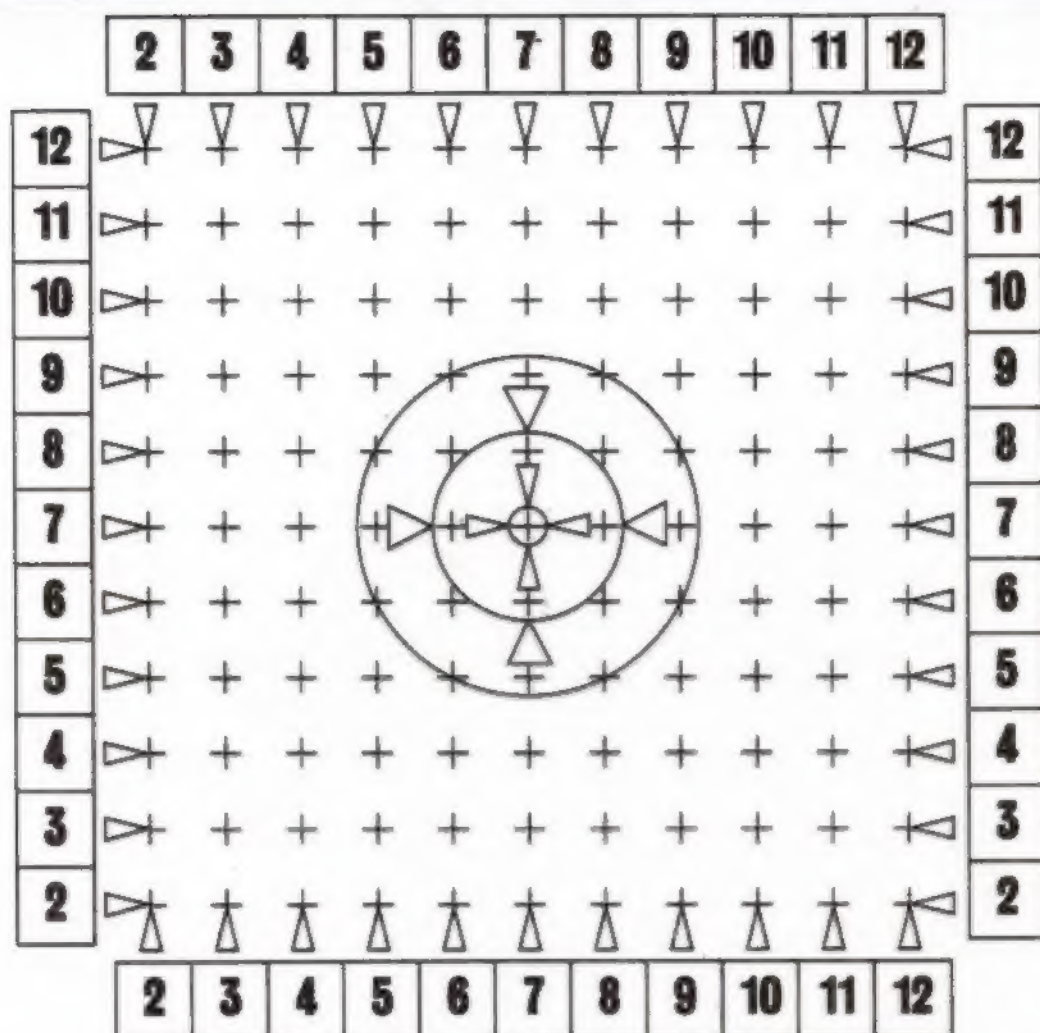


HEAVY WEAPONS	Armour Penetration	Min. Result	Max. Result	Average Result
Assault Cannon	D6+D10+8	10	24	17
Auto-Cannon	2D6+9	10	20	15
Battle Cannon	3D6+8	11	26	18.5
Conversion Beamer — Varies with armour value				
1-4 armour	D6	1	6	3.5
5-8 armour	2D6	2	12	7
9-11 armour	3D6	3	18	10.5
12-14 armour	4D6	4	24	14
15+ armour	5D6	5	30	17.5
Cyclone	D10+D6+8	10	24	17
Heavy Bolter	D6+D4+5	7	15	11
Heavy Flamer	D6+5	6	11	8.5
Heavy Plasma Gun — Varies according to power setting				
Max. Power	D6+D10+10	12	20	19
Low Energy	7+D4+D6	9	17	11
Heavy Stub Gun	D6+4	5	10	7.5
Lascannon	3D6+9	12	27	19.5
Mole Mortar — Varies according to burst type				
Airburst	D6+3	4	9	7.5
Surface Burst	D6+4	5	10	8.5
Ground Burst	D6+4	5	10	8.5
Subterranean	D6+3	4	9	7.5
Missile Launcher — Varies according to missile type				
Krak Missile	D6+D10+8	10	24	17
Frag Missile	D6+4	5	10	7.5
Melta Missile	2D6+8	10	20	15
Multi-laser	D6+D4+6	8	16	11
Multi-launcher	D6+D10+8	10	24	17
Multimelta	D6+2D12+8	11	38	24.5
Shuriken Cann.	D6+D4+5	7	15	11
Scorching	D6+D3+6	8	15	11.5

The Datafax pages in this book have been loosely bound to enable you to remove them for use in your games.



# WARHAMMER 40,000 VEHICLE TARGETING GRID



## STANDARD VEHICLE HIT AND DAMAGE PROCEDURE

1. Place the grid over the vehicle's targeting diagram, with the centre over the point of aim.
2. Roll 2D6 and find the corresponding number on the horizontal axis.
3. Roll 2D6 and find the corresponding number on the vertical axis.
4. The shot lands where the two numbers meet. This location may then be moved in either horizontally or vertically - but not diagonally - towards the crosshairs, by a number of squares equal to the Target Shift Score:

**TARGET SHIFT SCORE = BS +/- To Hit Modifiers**

5. To see if the shot does damage, roll for the weapon's penetration:

**PENETRATION = D6 + Weapon's Strength + Weapon's Damage Dice**

6. A shot loses 1 point of penetration for each full 24" of range between the attacker and the target, as summarised on the table below.

Range	0-24"	24-48"	48-72"	72"+
Penetration Modifier	0	-1	-2	-3

7. If the weapon's penetration is equal to or greater than the armour value in the target area, roll on the corresponding damage chart to find the exact damage caused.

## AREA EFFECT WEAPONS

1. Roll to hit and for deviation (if necessary) using the rules presented in the Battle Manual. If the vehicle is within the area effect marker, follow steps 1-3 and steps 5-6 above the following number of times:

Radius	Number
1"-1 1/2"	2
2"-2 1/2"	3
3"+	4

Note that no Target Shift is allowed for area effect weapons.

# IMPERIAL RHINO

The Rhino armoured troop carrier is the most widely used transport vehicle in the Imperium, in service with the Space Marines, the Imperial Guard, the Titan Legions, and even supplied to the Squats and Knight worlds. Though the Adeptus Mechanicus manufacture large numbers of Rhinos, most planetary Lords and Space Marine Chapters prefer to build and equip their own locally. The Rhino's enduring popularity is due to the ready adaptability of the vehicle's basic design, and the fact that it can be built from a wide range of materials, from steel to high-tech thermo-plasteen. It can be modified to suit local climates or to fulfil different military roles.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	
Smoke Launcher	4	-	-	-	-	-	-	6" x 1" area template

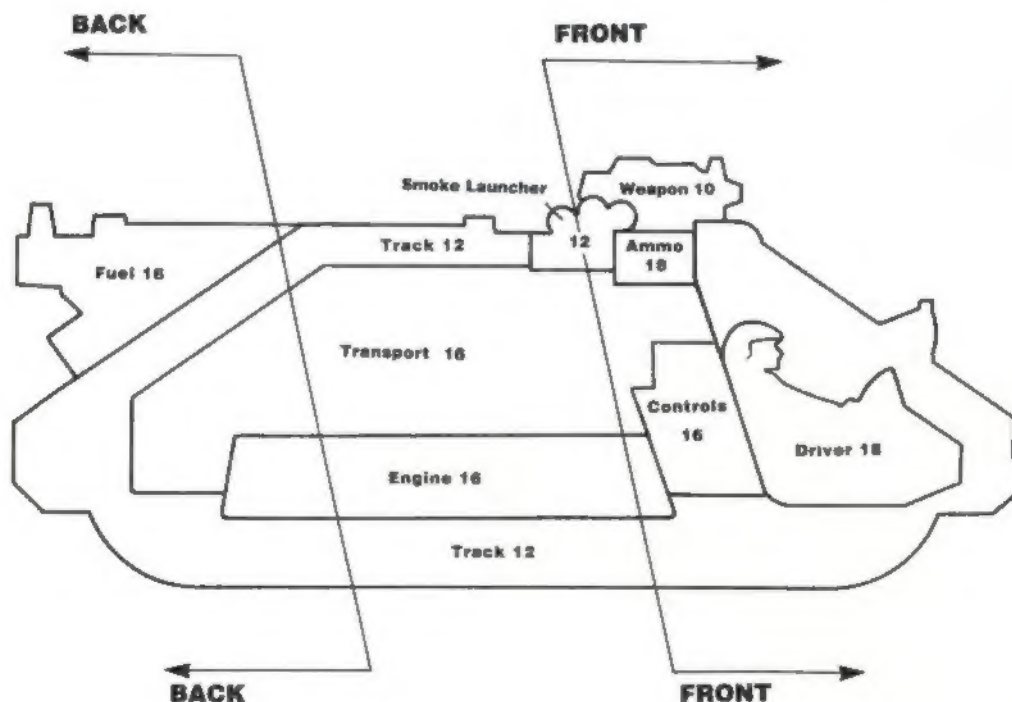
Type	Tracked
Points Value	25
Driver	1
Gunners	1
Transport	10
Slow Speed	8
Combat Speed	18
Fast Speed	25

The Imperial Rhino is armed with twin bolters with 360° field of fire, and a smoke launcher.



## BACK ARMOUR -1

## FRONT ARMOUR +1





# IMPERIAL RHINO DAMAGE TABLE

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

## CONTROLS

D6	Result
1-2	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
3-4	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
5-6	The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## DRIVER

D6	Result
1-3	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
4-6	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undrivable regardless of whether the driver is slain and will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## FUEL

D6	Result
1	The fuel tank ruptures and starts leaving a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps on moving. However, if the vehicle stops for any reason then the burning fuel will catch up and spread into the fuel tank, causing an explosion as described for a roll of 4-6 below.
2-3	A huge gash is torn in the fuel tank, dumping all of the vehicle's fuel on the ground. The vehicle can carry on moving as normal in its next turn, and will then grind to a halt for the rest of the battle.
4-6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

## ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

## SMOKE LAUNCHER

D6	Result
1	A malfunction causes the smoke launcher to fire prematurely. Place a smoke template 4" in front of the vehicle; the smoke launcher is now useless for the rest of the game.
2-6	The smoke launcher is destroyed and may not be used for the rest of the game.

## TRANSPORT

D6	Result
1	The attack miraculously fails to cause any damage in the transport section, but the huge explosion stuns any models there. Any models being transported in the vehicle may not do anything in their next turn while they recover from the effects of the explosion.
2-5	The weapon hits a randomly chosen model in the transport section, causing damage using the normal Warhammer 40,000 rules. If the weapon has a blast area then all other models in the transport section will be hit as well.
6	As above, but the transport section is so badly damaged that any surviving models must disembark in their next turn.

## TRACK

D6	Result
1-2	The vehicle is brought to a permanent halt. If moving when hit, the vehicle immediately turns 45 degrees towards the damaged side before it comes to a halt. The vehicle may not move for the rest of the game, but may turn to face any direction during its movement phase so long as one track remains functional.
3-4	The vehicle is brought to a permanent halt. If moving when hit, the vehicle turns 45 degrees towards its damaged side before it comes to a halt. The vehicle may not move nor turn once it has halted.
5-6	If moving when hit, the vehicle moves out of control in its following turn, and then comes to a permanent halt. If halted when hit it will remain stationary for the rest of the game.

## WEAPONS

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.



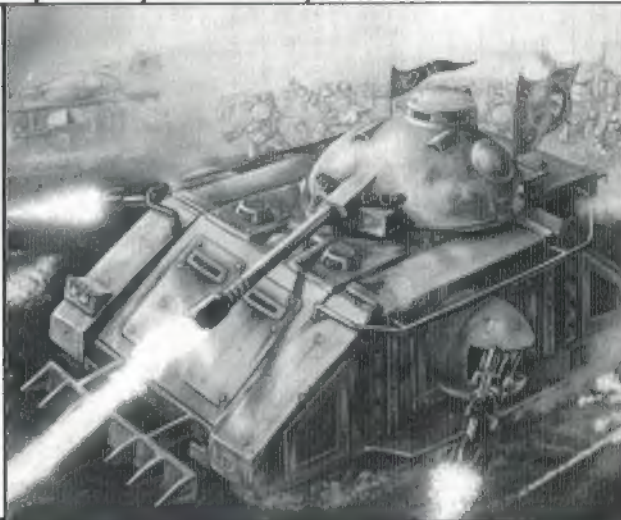
# IMPERIAL PREDATOR

The Predator is one of the Imperial Guard's most common battletanks, and is also used by the Space Marines. The Predator is based on a substantially up-armoured Rhino body to which a top-mounted turret and two side-mounted sponsons are attached. Each sponson carries a lascannon, while the turret is equipped with a powerful shell-firing autocannon. On the battlefield Predators provide a mighty punch which can stop an enemy assault dead in its tracks or smash through enemy lines and exploit deep into enemy territory.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Lascannon	0-20	20-60	-	-	9	20d6	-6	Sustained fire 6" x 1" area template
Autocannon	0-20	20-72	-	-	8	D6	-3	
Smoke Launcher	4	-	-	-	-	-	-	

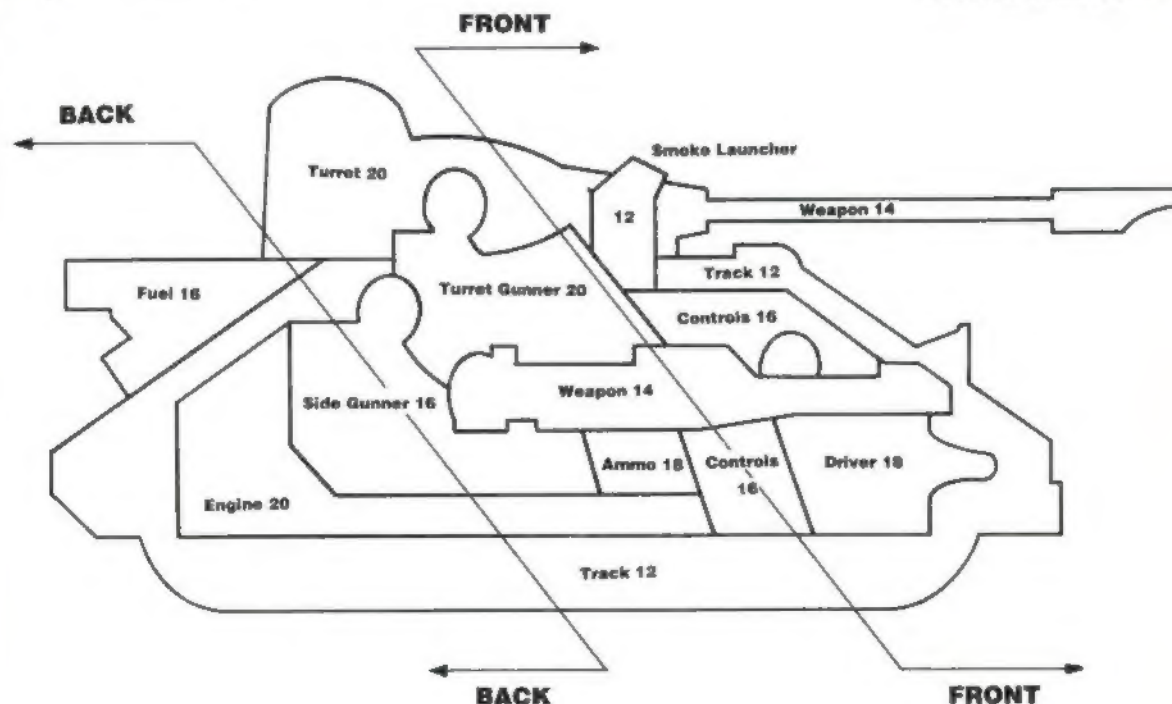
Type	Tracked
Points Value	200
Driver	1
Gunners	3
Transport	none
Slow Speed	7
Combat Speed	20
Fast Speed	25

The Predator is armed with two lascannons with targeters and 180° field of fire to the left and right, a smoke launcher, and an autocannon with targeter and 360° field of fire



**BACK ARMOUR -1**

**FRONT ARMOUR +1**





# IMPERIAL PREDATOR DAMAGE TABLE

## ENGINE

- D6 Result**
- 1-2 The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
- 3-4 The vehicle moves out of control in its next turn and then comes to a permanent halt.
- 5 The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
- 6 A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

## SMOKE LAUNCHER

- D6 Result**
- 1 A malfunction causes the smoke launcher to fire prematurely. Place a smoke template 4" in front of the vehicle; the smoke launcher is now useless for the rest of the game.
- 2-6 The smoke launcher is destroyed and may not be used for the rest of the game.

## TRACK

- D6 Result**
- 1-2 The vehicle is brought to a permanent halt. If moving when hit, the vehicle immediately turns 45 degrees towards the damaged side before it comes to a halt. The vehicle may not move for the rest of the game, but may turn to face any direction during its movement phase so long as one track remains functional.
- 3-4 The vehicle is brought to a permanent halt. If moving when hit, the vehicle turns 45 degrees towards its damaged side before it comes to a halt. The vehicle may not move nor turn once it has halted.
- 5-6 If moving when hit, the vehicle moves out of control in its following turn, and then comes to a permanent halt. If halted when hit it will remain halted for the rest of the game.

## DRIVER

- D6 Result**
- 1-3 The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
- 4-6 The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undriveable regardless of whether the driver is slain. It will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## FUEL

- D6 Result**
- 1 The fuel tank ruptures and starts to leave a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps moving. However, if the vehicle stops for any reason, then the burning fuel will catch up and spread into the fuel tank, causing an explosion as described for a roll of 4-6 below.
- 2-3 A huge gash is torn in the fuel tank, dumping all of the vehicle's fuel on the ground. The vehicle can carry on moving as normal in its next turn, and will then grind to a halt for the rest of the battle.
- 4-6 A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

## AMMO

- D6 Result**
- 1 Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
- 2-6 The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

## GUNNERS

- D6 Result**
- 1-3 The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon.
- 4-6 The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. Regardless of whether the crewman survives, the weapon he is operating is so badly damaged by the hit that it can no longer be used.

## CONTROLS

- D6 Result**
- 1-2 The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
- 3-4 The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
- 5-6 The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## TURRET

- D6 Result**
- 1 The attack miraculously fails to cause any damage in the turret section, but the huge explosion stuns the turret gunner. The gunner may not do anything in his next turn while he recovers from the effects of the explosion.
- 2-5 The turret is jammed and may no longer rotate. Any weapons mounted in the turret may only fire in a straight line at targets that are directly in front of them.
- 6 The ammunition stored in the turret explodes and the vehicle is destroyed. All the crew are killed, and the vehicle's turret is blown off its body, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes an automatic S9 hit with a -6 save modifier that causes 1D6 wounds.

## WEAPONS

- D6 Result**
- 1 The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
- 2-5 The weapon is destroyed and can no longer be used.
- 6 The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.



# IMPERIAL WHIRLWIND

The Whirlwind is a very simple modification to the Rhino, designed to provide supporting fire and bombard enemy positions. It has proved its worth time and again and is used in large numbers by both the Imperial Guard and the Space Marines. The Rhino remains largely unchanged, save for the addition of a multi-launcher to its roof. The multi-launcher is a multiple missile launcher housed in a turret that can be rapidly rotated to face any approaching threat. When fired the rockets shoot skywards in a flaming arc, screaming overhead in large numbers. They fall to the ground in a series of massive explosions, devastating a huge area and scattering shrapnel and bodies in all directions.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	
Multi-Launcher	0-20	20-72	-	-	8	D10	-6	Special rules in Vehicle Manual
Smoke Launcher	4	-	-	-	-	-	-	6" x 1" area template

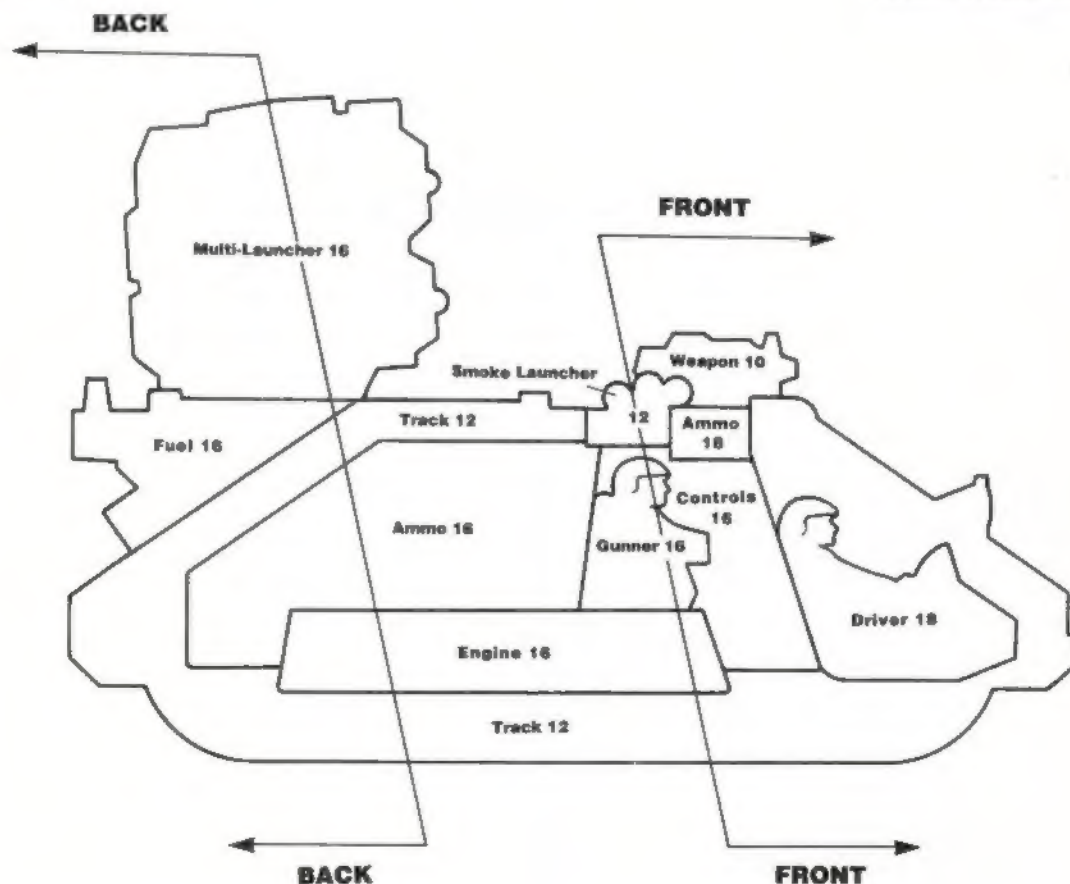
Type	Tracked
Points Value	150
Driver	1
Gunnery	1
Transport	none
Slow Speed	7
Combat Speed	14
Fast Speed	20

The Imperial Whirlwind is armed with twin bolters with 360° field of fire, a smoke launcher, and a multi-launcher with targeter and 360° field of fire.



BACK ARMOUR -1


FRONT ARMOUR +1





# IMPERIAL WHIRLWIND DAMAGE TABLE

## AMMO

- D6** 
- 1** Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
- 2-6** The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

## CONTROLS

- D6** **Result**
- 1-2** The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
- 3-4** The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
- 5-6** The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.


## DRIVER

- D6** **Result**
- 1-3** The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
- 4-6** The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undrivable regardless of whether the driver is slain and will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## FUEL

- D6** **Result**
- 1** The fuel tank ruptures and starts leaving a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps on moving. However, if the vehicle stops for any reason then the burning fuel will catch up and spread into the fuel tank causing an explosion as described for a roll of 4-6 below.
- 2-3** A huge gash is torn in the fuel tank, dumping all of the vehicle's fuel on the ground. The vehicle can carry on moving as normal in its next turn, and will then grind to a halt for the rest of the battle.
- 4-6** A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.


## ENGINE

- D6** 
- 1-2** The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
- 3-4** The vehicle moves out of control in its next turn and then comes to a permanent halt.
- 5** The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
- 6** A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

## SMOKE LAUNCHER

- D6** **Result**
- 1** A malfunction causes the smoke launcher to fire prematurely. Place a smoke template 4" in front of the vehicle; the smoke launcher is now useless for the rest of the game.
- 2-6** The smoke launcher is destroyed and may not be used for the rest of the game.

## TRANSPORT

- D6** 
- 1** The attack miraculously fails to cause any damage in the transport section, but the huge explosion stun any models there. Any models being transported in the vehicle may not do anything in their next turn while they recover from the effects of the explosion.
- 2-5** The weapon hits a randomly chosen model in the transport section, causing damage using the normal Warhammer 40,000 rules. If the weapon has a blast area then all other models in the transport section will be hit as well.
- 6** As above, but the transport section is so badly damaged that any surviving models must disembark in their next turn.

## TRACK

- D6** **Result**
- 1-2** The vehicle is brought to a permanent halt. If moving when hit, the vehicle immediately turns 45 degrees towards the damaged side before it comes to a halt. The vehicle may not move for the rest of the game, but may turn to face any direction during its movement phase so long as one track remains functional.
- 3-4** The vehicle is brought to a permanent halt. If moving when hit, the vehicle turns 45 degrees towards its damaged side before it comes to a halt. The vehicle may not move or turn once it has halted.
- 5-6** If moving when hit, the vehicle moves out of control in its following turn, and then comes to a permanent halt. If halted when hit it will remain halted for the rest of the game.

## MULTI-LAUNCHER

- D6** **Result**
- 1** The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
- 2-3** The weapon is destroyed and can no longer be used.
- 4-6** The missiles loaded in the weapon explode and the Whirlwind is torn apart in a spectacular pyrotechnic display. Any model within 2D6" of the Whirlwind suffers D6 strength 8 hits with a -6 saving throw modifier.



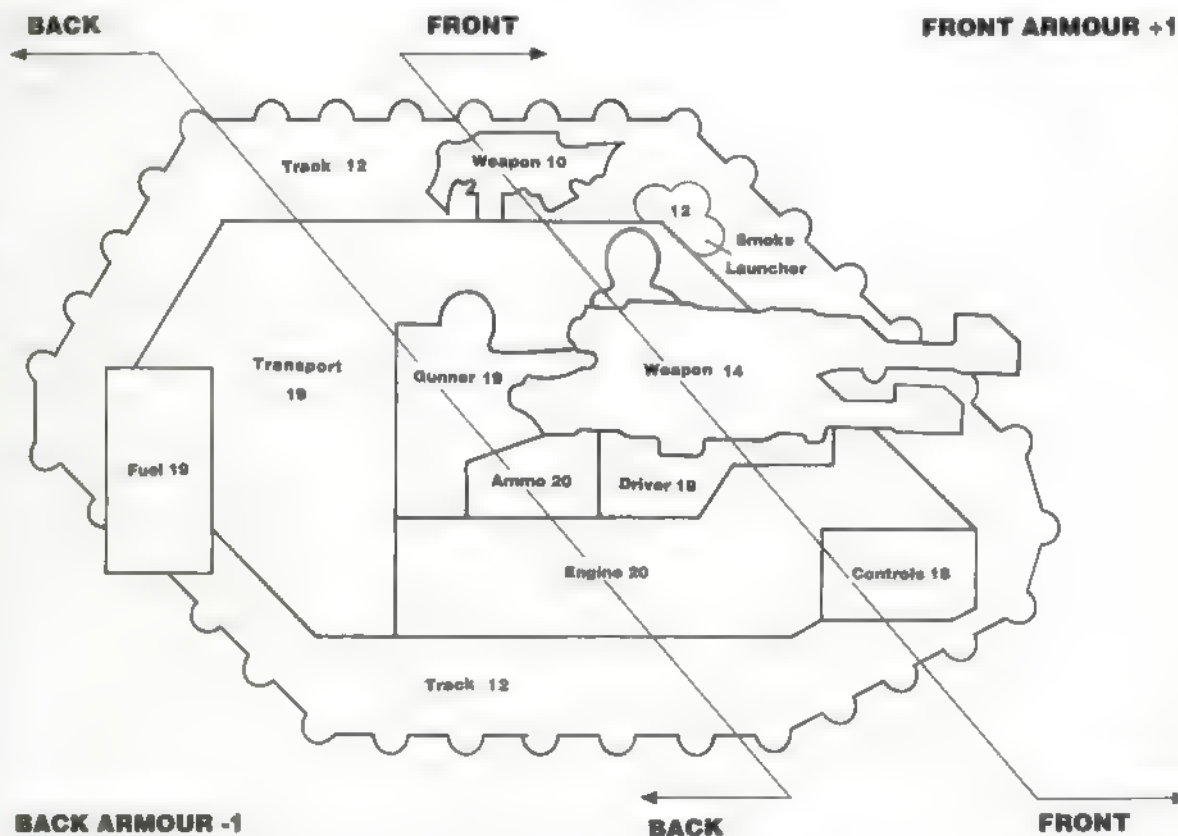
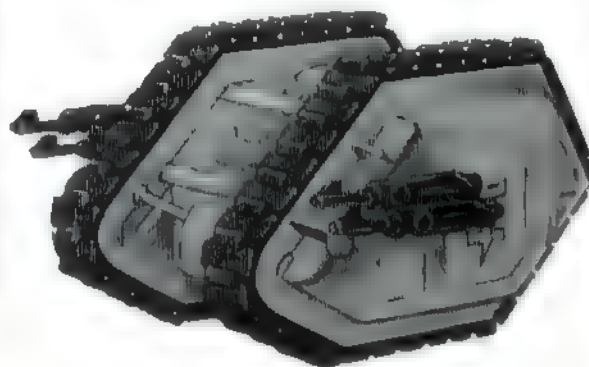
# IMPERIAL LAND RAIDER

The Land Raider armoured fighting vehicle combines speed, firepower and troop carrying capacity, making it an ideal vehicle for a mobile and tactically flexible force such as the Space Marines. Although some Land Raiders are built by the Adeptus Mechanicus, most Space Marine Chapters prefer to build Land Raiders in their own armouries where they can incorporate their own modifications. The Land Raider can carry ten Space Marines, and they have been known to act as carriers during the initial stages of a battle. On the whole, though, they are too powerful to use in this way. It is better to take up a position which gives a good view of the battlefield, and use the Land Raider's long range firepower to pick off the enemy from a distance.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Lascannon	0-20	20-60	-	-	9	2D6	-6	
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	Sustained Fire
Smoke Launcher	4	-	-	-	-	-	-	6" x 1" area template

Type	Tracked
Points Value	250
Driver	1
Gunners	2
Transport	10
Slow Speed	7
Combat Speed	14
Fast Speed	20

The Land Raider is armed with twin lascannon with targeter and a 90° field of fire to the front left and right quadrants, a smoke launcher, and a twin heavy bolter with targeter and a 360° field of fire.





# IMPERIAL LAND RAIDER DAMAGE TABLE

## AMMO

- | D6  | Result   |
|-----|--|
| 1   | Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle. |
| 2-6 | The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3".  |

## SMOKE LAUNCHER

- | D6  | Result  |
|-----|---|
| 1   | A malfunction causes the smoke launcher to fire prematurely. Place a smoke template 4" in front of the vehicle, the smoke launcher is now useless for the rest of the game. |
| 2-6 | The smoke launcher is destroyed and may not be used for the rest of the game.   |

## ENGINE

- | D6  | Result   |
|-----|--|
| 1-2 | The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.  |
| 3-4 | The vehicle moves out of control in its next turn and then comes to a permanent halt.  |
| 5   | The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.   |
| 6   | A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer. |

## DRIVER

- | D6  | Result   |
|-----|--|
| 1-3 | The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.   |
| 4-6 | The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undrivable regardless of whether the driver is slain and will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table. |

## FUEL TANKS

- | D6  | Result  |
|-----|---|
| 1   | The fuel tank ruptures and starts to leave a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps on moving. However, if the vehicle stops for any reason then the burning fuel will catch up and spread into the fuel tank, causing an explosion as described for a roll of 4-6 below. |
| 2-3 | A huge gash is torn in the fuel tank, dumping all of the vehicle's fuel on the ground. The vehicle can carry on moving as normal in its next turn, and will then grind to a halt for the rest of the battle.  |
| 4-6 | A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.          |

## CONTROLS

- | D6  | Result  |
|-----|---|
| 1-2 | The vehicle is brought to a halt and may not move for the rest of the game. All on board systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.                   |
| 3-4 | The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate. |
| 5-6 | The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.  |

## GUNNERS

- | D6  | Result  |
|-----|---|
| 1-3 | The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon.                                 |
| 4-6 | The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. Regardless of whether the crewman survives, the weapon he is operating is so badly damaged by the hit that it can no longer be used. |

## TRACK

- | D6  | Result  |
|-----|---|
| 1-2 | The vehicle is brought to a permanent halt. If moving when hit, the vehicle immediately turns 45 degrees towards the damaged side before it comes to a halt. The vehicle may not move for the rest of the game, but may turn to face any direction during its movement phase so long as one track remains functional. |
| 3-4 | The vehicle is brought to a permanent halt. If moving when hit, the vehicle turns 45 degrees towards its damaged side before it comes to a halt. The vehicle may not move nor turn once it has halted.  |
| 5-6 | If moving when hit, the vehicle moves out of control in its following turn, and then comes to a permanent halt. If halted when hit it will remain stationary for the rest of the game.  |

## TRANSPORT

- | D6  | Result  |
|-----|---|
| 1   | The attack miraculously fails to cause any serious damage, but the huge explosion stuns any models in the section. Any models being transported in the vehicle may not do anything in their next turn while they recover from the effects of the explosion. |
| 2-5 | The weapon hits a randomly chosen model in the transport section causing damage using the normal Warhammer 40,000 rules. If the weapon has a blast area then all other models in the transport section will be hit as well.                                 |
| 6   | As above, but the transport section is so badly damaged that any surviving models must disembark in their next turn.  |

## WEAPONS

- | D6  | Result   |
|-----|--|
| 1   | The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once. |
| 2-5 | The weapon is destroyed and can no longer be used.   |
| 6   | The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.  |



# IMPERIAL SPACE MARINE DREADNOUGHT

The pilot of a Space Marine Dreadnought is not an ordinary Space Marine but one of the Old Ones - a Space Marine mortally wounded in battle long ago. Rather than being allowed to die he has been implanted inside the Dreadnought, his nervous system connected directly to the machine itself. The Space Marine now only exists as a tightly curled and shrivelled organic component deep inside the Dreadnought. He loses all sensation from his body and relies completely on the artificial senses of the machine. Dreadnoughts are often very ancient, sometimes many thousands of years old. They are revered by the other Space Marines as potent warriors and also as living embodiments of the Chapter's proud history.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Storm bolter	0-12	12-24	+1	-	4	1	-1	Sustained Fire
Lascannon	0-20	20-60	-	-	9	2D6	-6	
Krak missile	0-20	20-72	-	-	8	D10	-6	2" Blast Area Close combat
Frag missile	0-20	20-72	-	-	4	1	-1	
Power fist	-	-	-	-	8	1	-6	

M	WS	BS	S	I	A	Ld
4	6	5	6	5	3	8

Type	Walker
Points Value	150
Crew	1 Space Marine

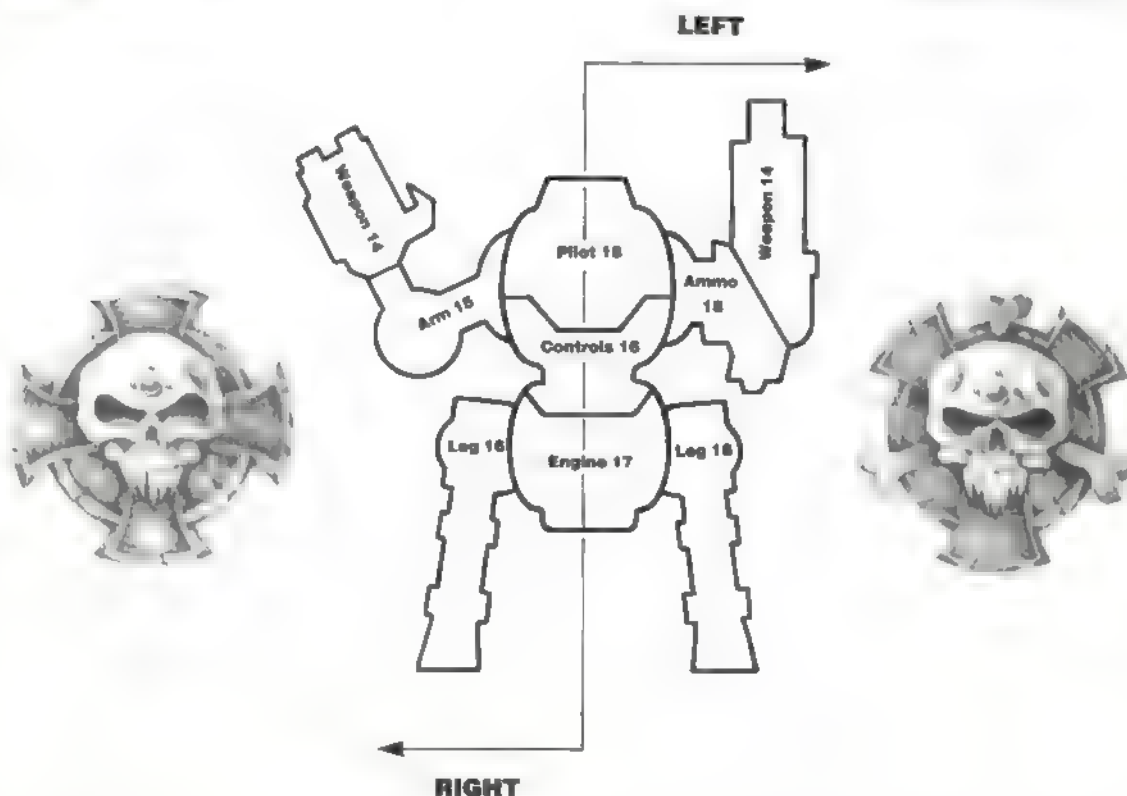
The Dreadnought can also use the special CRUSH attacks in hand to hand combat.

The Space Marine Dreadnought is armed with one power fist with a built in storm bolter and targeter with a 90° field of fire to the front, and ONE of the following weapons: a second power fist with built in storm bolter and targeter with a 90° field of fire to the front; a lascannon with targeter and a 90° field of fire to the front; a missile launcher with frag and krak missiles and targeter with a 90° field of fire to the front.



BACK ARMOUR -1

FRONT ARMOUR +1





# SPACE MARINE DREADNOUGHT DAMAGE TABLE

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

## ARM

D6	Result
1-2	The arm is hit and partially paralysed. Any weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand to hand combat. Reduce the machine's Attacks characteristic by one point.
3-6	The arm is torn from the machine's body. Any weapon mounted on the arm is destroyed, and the machine cannot use the arm in hand to hand combat. The machine's Attacks characteristic is reduced by one point.

## CONTROLS

D6	Result
1-3	The Dreadnought's control gear is smashed and the machine comes to an immediate and permanent halt. The pilot may use emergency controls to fire 1 weapon during the shooting phase, but may do nothing else.
4-6	The Dreadnought's controls go crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each turn both players roll a D6. The player with the highest result may move the Dreadnought that turn, while the other player may fire 1 weapon during the shooting phase. In the case of a tie the Dreadnought may not move or fire at all!

## DREADNOUGHT PILOT

D6	Result
1-2	The pilot is mortally injured. If the Dreadnought moved in its previous turn, it will spin round to face a random direction and move D6" before coming to a halt. From now on the Dreadnought may only fire weapons or move if the owning player first rolls a '6' on a D6 at the start of his turn.
3-6	The pilot is slain and the machine comes to an immediate halt. The Dreadnought is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield.

## ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	The Engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.

## LEG

D6	Result
1-2	The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below.
3-4	The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game.
5-6	The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game.



## WEAPON

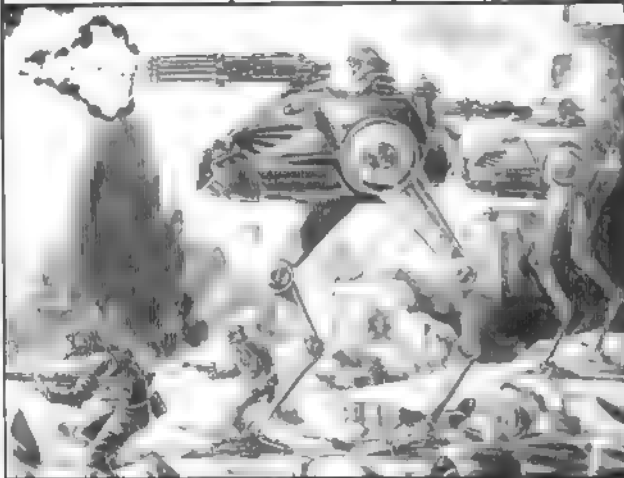
D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.



# IMPERIAL SENTINEL

The Sentinel is the vehicle equivalent to a sentry, scout, or guide. It is mainly used for reconnaissance work where it is particularly valuable as its locomotive legs and light-weight construction enable it to traverse territory normally considered as fit only for lightly equipped foot soldiers. Its high body also affords an excellent view of the surrounding landscape. However, against lightly equipped troops it has a useful armoured attack role similar to that of a Land Speeder.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Assault cannon	0-12	12-32	+1	-	8	D10	-3	Sustained Fire



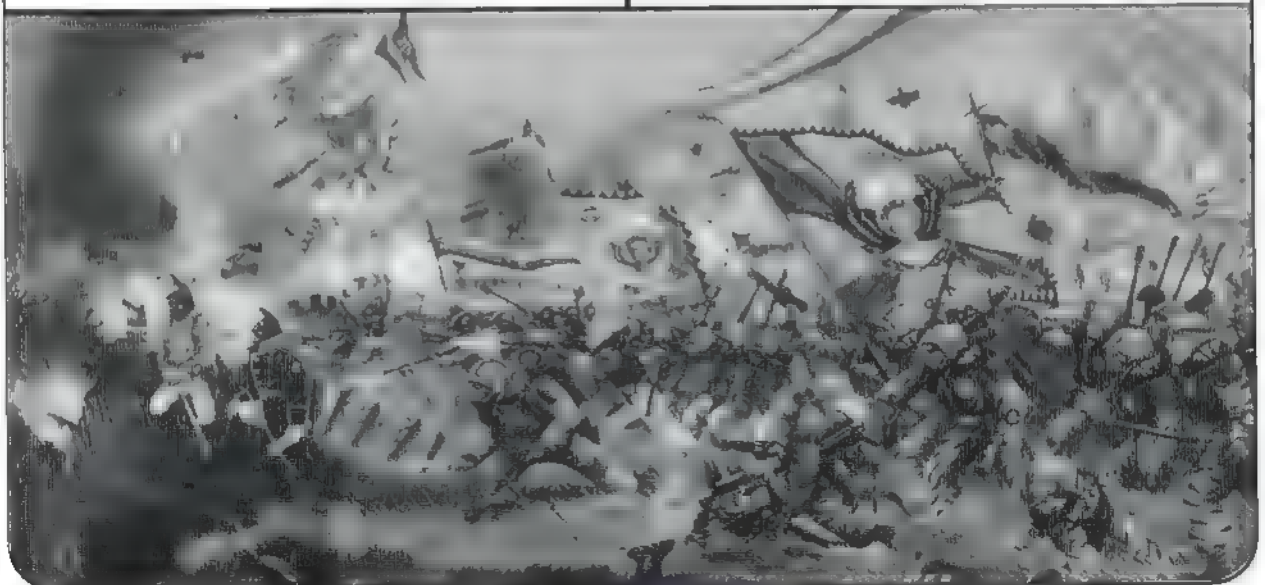
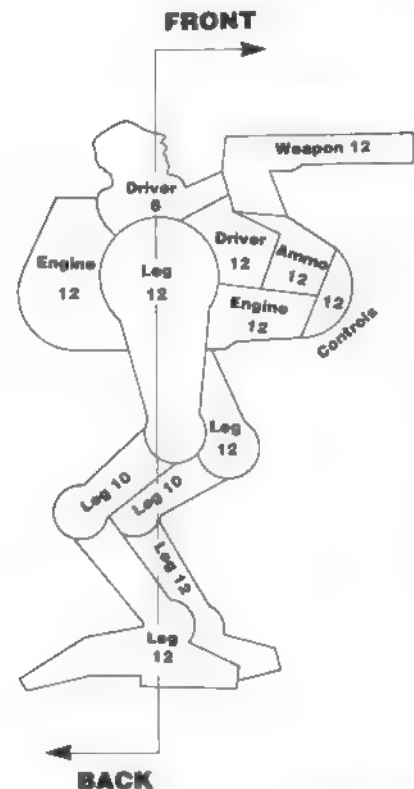
M	WS	BS	S	I	A	Ld
8	3	3	5	3	1	7

**Type** Walker

**Points Value** 50

**Crew** 1 Imperial Guard

The Imperial Sentinel is armed with an assault cannon and targeter with 90° field of fire to the front. The driver may not fight in hand to hand combat while he is mounted in the Sentinel.





# SENTINEL DAMAGE TABLE

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

## CONTROLS

D6	Result
1-3	The Sentinel's control gear is smashed and the machine comes to an immediate and permanent halt. The pilot may use emergency controls to fire 1 weapon during the shooting phase, but may do nothing else.
4-6	The Sentinel's controls go crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each turn both players roll a D6. The player with the highest result may move the Sentinel that turn, while the other player may fire 1 weapon during the shooting phase. In the case of a tie the Sentinel may not move or fire at all!

## DRIVER

D6	Result
1-2	The driver is mortally injured. If the Sentinel moved in its previous turn, it will spin round to face a random direction and move D6" before coming to a halt. From now on the Sentinel may only fire weapons or move if the owning player first rolls a '6' on a D6 at the start of his turn.
3-6	The pilot is slain and the machine comes to an immediate halt. The Sentinel is effectively destroyed and grinds to a halt. The driver may be replaced by any model qualified to drive a vehicle. It takes an entire turn for the model to remove the dead driver and take his place, during which time it may not do anything else.

## ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.

## LEG

D6	Result
1-2	The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below.
3-4	The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game.
5-6	The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game.

## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon may not be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.





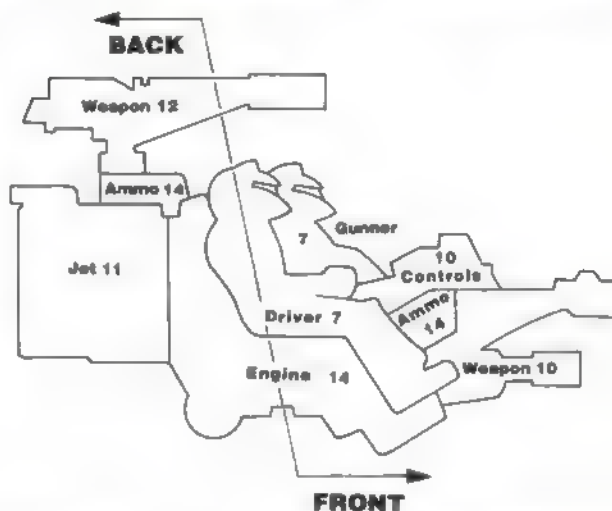
## IMPERIAL SPACE MARINE LAND SPEEDER

The Land Speeder is a fast two man light attack vehicle powered by gravitic-reaction jets which allow it to fly through the air much like a present day attack helicopter. The Land Speeder's speed and manoeuvrability allow it to be used for scouting in the same way as bikes and jet bikes. However, it carries considerably heavier firepower than these lighter vehicles, and so can be used in much more aggressive roles as well. A tactic much favoured by the Space Marines is to send fast moving Land Speeder detachments deep into enemy territory. Once behind enemy lines the Land Speeders ambush enemy troops, popping up from behind cover, blasting any targets with a sudden barrage of fire, and then vanishing before their surprised opponents get a chance to respond.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Meltagun	0-6	6-12	+1	-	8	D6	-4	
Multimeita	0-12	12-24	+1	-	8	2D12	-4	2" Blast area

Type	Skimmer
Points Value	100
Driver	1
Gunners	1
Transport	none
Slow Speed	10
Combat Speed	20
Fast Speed	30

The Imperial Space Marine Land Speeder is armed with a meltagun and targeter with 90° field of fire to front, and a Multimelta with targeter with 180° field of fire to front.



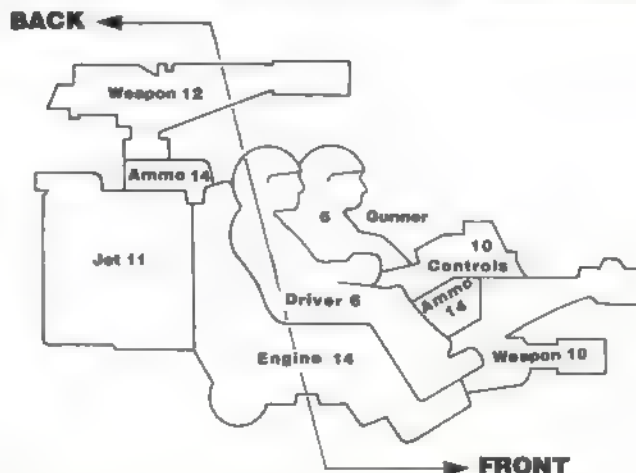
## IMPERIAL GUARD LAND SPEEDER

The Imperial Guard Land Speeder is nearly identical to the Space Marine variant, except that the fixed ventral meltagun and a dorsal multimelta of the Space Marine machine are replaced with a heavy bolter and heavy plasma gun on the Imperial Guard model. The different weapons mounted on the Imperial Guard Land Speeder reflect the different role it is expected to fulfil. On the offensive the long ranged weapons fitted to the Imperial Guard machine are used to provide supporting fire for assaults by Imperial Guard foot troops. On the defensive, Imperial Guard Land Speeders are used as a mobile fire brigade, rushing to areas of the front line that are under attack to provide supporting fire for the hard pressed defenders, and then swiftly moving on to the next crisis point.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy bolter	0-20	20-40	+1	-	4	1	-1	
Heavy plasma gun	0-20	20-40	-	-	7	D4	-2	
Low energy	0-20	20-40	-	-	10	D10	-5	
Maximum power	0-20	20-72	-	-				1" Blast, 2 turns to recharge

Type	Skimmer
Points Value	100
Driver	1
Gunners	1
Transport	none
Slow Speed	10
Combat Speed	20
Fast Speed	30

The Imperial Guard Land Speeder is armed with a heavy bolter and targeter with 45° field of fire to the front, and a heavy plasma gun with targeter and 360° field of fire.





## IMPERIAL BIKE

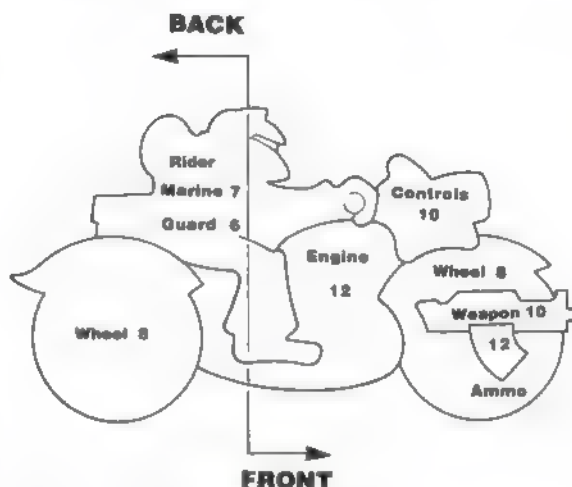
Bikes are common vehicles throughout the galaxy. They are used extensively by the Imperial Guard and the Space Marines for reconnaissance and pursuit missions. In an assault, squads of bikers act as shock/assault troops, while away from the battlefield the bike is invaluable for scouting and pursuit, compiling vital data on enemy troop movements and harrying opposing forces with lightning raids. This Datafax represents the standard Space Marine bike, the famous Black Shadow.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	

Type	Bike
Points Value	15
Driver	1
Gunners	none
Transport	none
Slow Speed	10
Combat Speed	15
Fast Speed	30



The bike is armed with twin bolters with targeter and a 90° field of fire to the front.



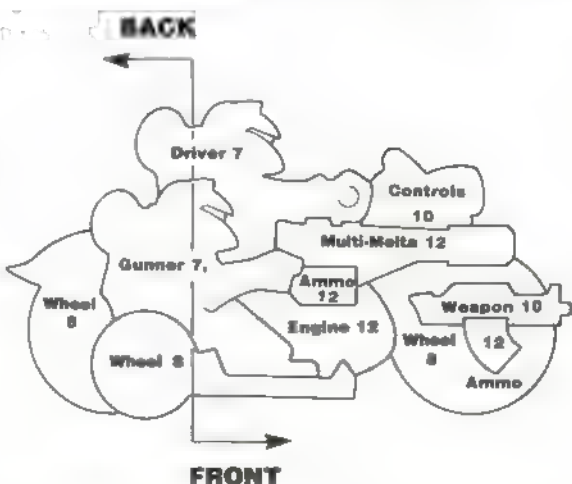
## IMPERIAL BIKE AND SIDECAR

The bike and side car is a multi-purpose attack and support vehicle mounting twin fixed boltguns and a pintle mounted multi-melta. The Black Shadow bike is a very common machine in Imperial forces and the armoured side car unit is a popular modification offering additional crew carrying capability and increased firepower with little loss in power. Bikes with side cars appear in all types of human forces from planetary police to galactic pirate raiders and although this Datafax shows the standard Space Marine bike and side car it can be taken as good for any similar vehicle.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	
Multimelta	0-12	12-24	+1	-	8	20/2	-4	2" blast area

Type	Bike
Points Value	50
Driver	1
Gunners	1
Transport	none
Slow Speed	8
Combat Speed	18
Fast Speed	24

The Bike and Sidecar is armed with twin bolters and targeter with 90° field of fire to front, and a multimelta with a targeter and a 180° field of fire to front.



# IMPERIAL BIKE DAMAGE TABLES

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 6 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 6 hits with a -3 save modifier on all models within 3" of the vehicle.

## RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed.

## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

## ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-5	The bike moves out of control in its next turn and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames, killing the crew. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of the move the bike explodes, causing a strength 6 hit inflicting D6 wounds on all models within 3" radius.

## WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
3-6	The wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

## CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

# BIKE & SIDE CAR DAMAGE TABLES

## ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-5	The bike moves out of control in its next turn and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames, killing the crew. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of the move the bike explodes, causing a strength 6 hit inflicting D6 wounds on all models within 3" radius.

## WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
3-6	The wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

## DRIVER/GUNNER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed. If a gunner is killed then his weapon may no longer be used.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed. If a gunner is killed then his weapon may no longer be used.

## CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.



## IMPERIAL JET BIKE

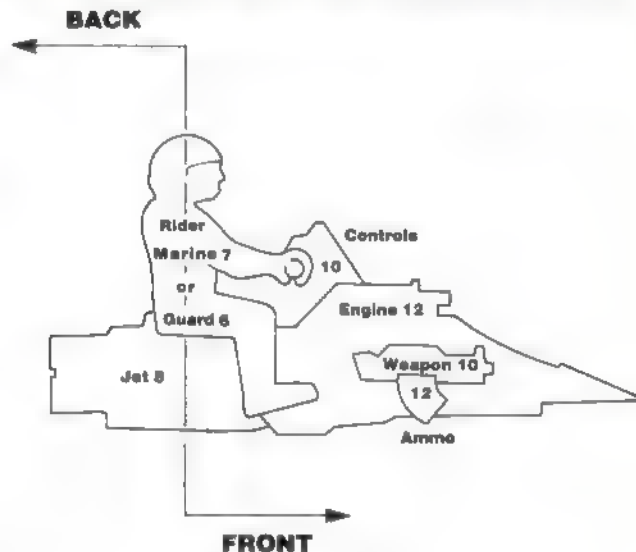
Imperial Jet Bikes are fast and highly manoeuvrable vehicles. They are powered by advanced anti-gravity motors which propel them above the ground surface and can be used to carry them into the air above the maelstrom of battle. Each Jet Bike is armed with twin forward-firing bolters that are synchronised to fire simultaneously and which can lay down a withering hail of fire against lightly armoured targets.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	

Type	Skimmer
Points Value	20
Driver	1
Gunnery	none
Transport	none
Slow Speed	10
Combat Speed	18
Fast Speed	35



The Imperial Jet Bike is armed with twin bolters with a 45° field of fire to the front.



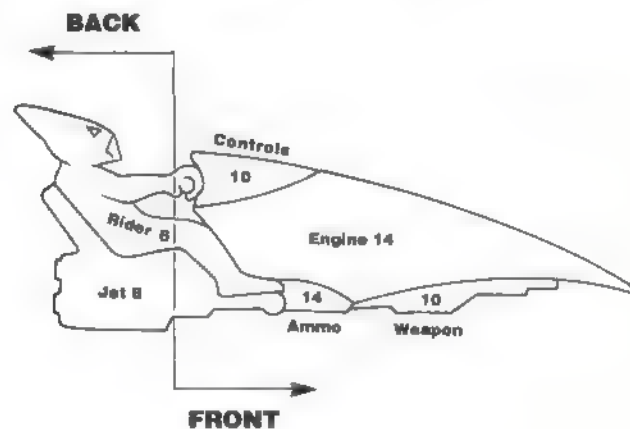
## ELDAR JET BIKE

Eldar Jet Bikes are fast and highly manoeuvrable vehicles. They are powered by advanced anti-gravity motors which propel them above the ground surface and can be used to carry them into the air above the maelstrom of battle. Each Jet Bike is armed with twin forward-firing shuriken catapults that are synchronised to fire simultaneously, or a single deadly Shuriken cannon.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Shuriken cannon	0-20	20-40	+1	-	5	D4	-3	Sustained fire
Shuriken catapult	0-12	12-24	+1	-	4	1	-1	Sustained fire

Type	Skimmer
Points Value	25
Driver	1
Gunnery	none
Transport	none
Slow Speed	10
Combat Speed	18
Fast Speed	35

The Eldar Jet Bike may be armed with twin shuriken catapults with a 45° field of fire to the front or a single shuriken cannon with a 45° field of fire to the front.



# IMPERIAL JET BIKE DAMAGE TABLES

## ENGINE

D6	Result
1-2	The bike coasts 1D6" to the ground and remains immobilised for the remainder of the game
3-5	The engine cuts out and the bike crashes to the ground 2D6" away in a random direction. The rider is able to leap from the bike before it crashes, but will suffer damage if the bike was moving at more than 10" a turn in its previous move
6	The engine explodes, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 6 hits with a -3 saving throw modifier on all models within 3" of the vehicle
2-6	The ammunition explodes immediately! The explosion causes D6 strength 6 hits with a -3 save modifier on all models within 3" of the vehicle

## CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then coasts to the ground and remains immobilised for the remainder of the game
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table

## RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't make his saving throw, then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will crash to the ground 2D6" away in a random direction
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is killed then the bike will crash to the ground 2D6" away in a random direction

## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired
2-6	The weapon is destroyed and can no longer be used

## JETS

D6	Result
1	The Jet is damaged reducing its power output. The bike may not move faster than its slow movement rate for the rest of the game
2-5	If already stationary the vehicle is permanently halted. If moving it will move at slow rate next turn and then come to a halt
6	The Jets go wild and the bike hurtles out of control for the rest of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table

# ELDAR JET BIKE DAMAGE TABLES

## ENGINE

D6	Result
1-2	The bike coasts 1D6" to the ground and remains immobilised for the remainder of the game
3-5	The engine cuts out and the bike crashes to the ground 2D6" away in a random direction. The rider is able to leap from the bike before it crashes, but will suffer damage if the bike was moving at more than 10" a turn in its previous move
6	The engine explodes, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 6 hits with a -3 saving throw modifier on all models within 3" of the vehicle
2-6	The ammunition explodes immediately! The explosion causes D6 strength 6 hits with a -3 save modifier on all models within 3" of the vehicle

## CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then coasts to the ground and remains immobilised for the remainder of the game
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table

## RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't make his saving throw, then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will crash to the ground 2D6" away in a random direction
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is killed then the bike will crash to the ground 2D6" away in a random direction

## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired
2-6	The weapon is destroyed and can no longer be used

## JETS

D6	Result
1	The Jet is damaged reducing its power output. The bike may not move faster than its slow movement rate for the rest of the game
2-5	If already stationary the vehicle is permanently halted. If moving it will move at slow rate next turn and then come to a halt
6	The Jets go wild and the bike hurtles out of control for the rest of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table



# ELDAR DREADNOUGHT

Wrathguard are cybernetic warriors controlled by the spirits of dead Eldar heroes. Wrathguard bodies come in a number of different sizes ranging from man sized to Dreadnoughts. Indeed, Eldar Titans are in a sense large Wrathguard themselves. The Eldar spirits are held in *spirit stones* and interface directly into the psychic Wrathbone core of the Wrathguard suits. The spirits gradually lose their perception of the material universe in a physical respect, eventually 'seeing' purely in terms of emotions and psychic flux. Because of their increasingly psychic perception Wrathguard need to have friendly troops or psykers nearby to act as an anchor or reference point for their perception of reality, otherwise they become confused and act randomly. Because of their nature Wrathguard make powerful opponents for daemons, being in a sense daemons of the material universe themselves.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Flamer	Template		Special		4	1	-2	Target burns on a 4+
Shuriken catapult	0-12	12-24	+1	-	4	1	-2	Sustained Fire
Power fist	-	-	-	-	8	1	-5	Close combat

M	WS	BS	S	I	A	Ld
6	6	6	5	6	3	8

Type	Walker
Points Value	125
Crew	1 SPIRIT STONE

The Eldar Dreadnought is armed with two power fists. Each power fist may either have a built in flamer and targeter, or have a built in shuriken catapult and targeter. Both weapons have a 90° field of fire to the front. For an additional 50 points the Dreadnought

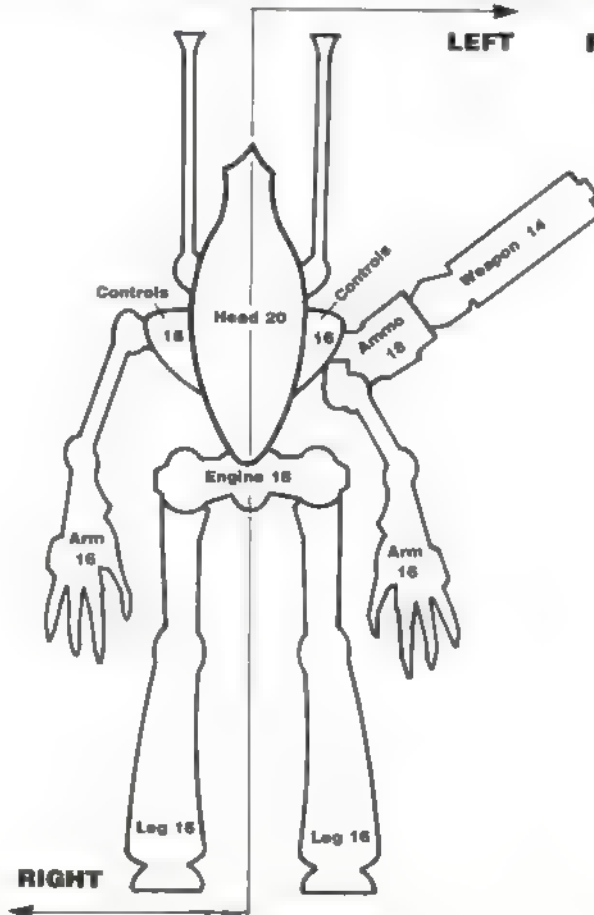
may carry ONE of the following weapons mounted on its shoulder: a distortion cannon and targeter with a 90° field of fire to the front; a lascannon with targeter and a 90° field of fire to the front; a missile launcher with frag and krak missiles and targeter with a 90° field of fire to the front; a heavy plasma gun and targeter with a 90° field of fire to the front; a scatter laser and targeter with a 90° field of fire to the front.



BACK ARMOUR -2

LEFT

FRONT ARMOUR +1



# ELDAR DREADNOUGHT DAMAGE TABLE

## AMMO

- | D6  | Result  |
|-----|---|
| 1   | Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle |
| 2-6 | The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle   |

## ARM

- | D6  | Result  |
|-----|---|
| 1-2 | The arm is hit and partially paralysed. Any weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand to hand combat. Reduce the machine's Attacks characteristic by one point |
| 3-6 | The arm is torn from the machine's body. Any weapon mounted on the arm is destroyed, and the machine cannot use the arm in hand to hand combat. The machine's Attacks characteristic is reduced by one point          |

## ELDAR DREADNOUGHT HEAD AND CONTROLS

- | D6  | Result   |
|-----|--|
| 1-3 | The Dreadnought's control gear goes crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each of its turns both sides roll a D6. The player with the highest result may move the Dreadnought that turn. Whichever side moves the machine, the other side may fire any weapons or fight in hand to hand combat. Although the enemy player may be doing the moving or firing, these actions still take place during the Dreadnought's own turn        |
| 4-5 | The spirit stone is destroyed. The Dreadnought comes to an immediate halt and cannot move or fire. The sudden release of psychic energy as the spirit stone is destroyed paralyses any psyker within 4D6" of the Dreadnought. This affects Eldar psykers and enemy psykers equally. The psyker is rooted to the spot and cannot do anything at all. Roll a D6 at the start of each of the psyker's following turns - on a roll of 4, 5 or 6 the psyker recovers and can act as usual |
| 6   | The spirit stone is destroyed and the Dreadnought comes to a permanent halt and cannot move or fire. The Eldar spirit is released and immediately consumed by Slaanesh, and the psychic shock stuns all Eldar psykers. All Eldar psykers are rooted to the spot and cannot do anything at all. Roll a D6 at for each Eldar psyker at the start of each of the Eldar player's turns - on a roll of 4, 5 or 6 the psyker recovers and can act as usual                                 |

## ENGINE

- | D6  | Result  |
|-----|---|
| 1-2 | The vehicle comes to an immediate halt and remains immobilised for the remainder of the game  |
| 3-4 | The vehicle moves out of control in its next turn and then comes to a permanent halt  |
| 5   | The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt   |
| 6   | The engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle |

## LEG

- | D6  | Result   |
|-----|--|
| 1-2 | The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below                               |
| 3-4 | The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game |
| 5-6 | The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game   |



## WEAPON

- | D6  | Result  |
|-----|---|
| 1   | The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once |
| 2-5 | The weapon is destroyed and can no longer be used   |
| 6   | The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has  |



# ELDAR WAR WALKER

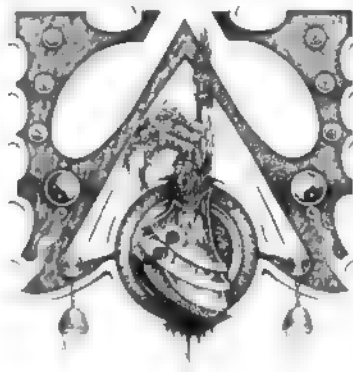
The Eldar War Walker is a unique vehicle. It consists of a robotic frame built around a driving position from which its solitary Eldar crewman controls the War Walker's movements. The Eldar pilot is protected not by armour, but by shield of energy called a powerfield. A powerfield is an invisible barrier of pure force which deflects or absorbs the energy of laser bolts and projectiles. A powerfield can only be penetrated by heavy weapons, so the pilot is completely protected from bolter or lasgun fire but has all the advantages of an open vehicle. The War Walker is most extensively used by Eldar Scouts and Exodites in the dense terrain of the heavily forested maiden worlds. Craftworld Guardian squads also use the War Walker's great mobility and firepower for scouting and mounting flank attacks.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Scatter laser	0-20	20-60	+1	-	6	1	-1	See Battle Manual
Lascannon	0-20	20-60	-	-	9	2D6	-6	

M	WS	BS	S	I	A	Ld
8	4	4	5	4	1	8

Type	Walker
Points Value	150
Crew	1 Eldar

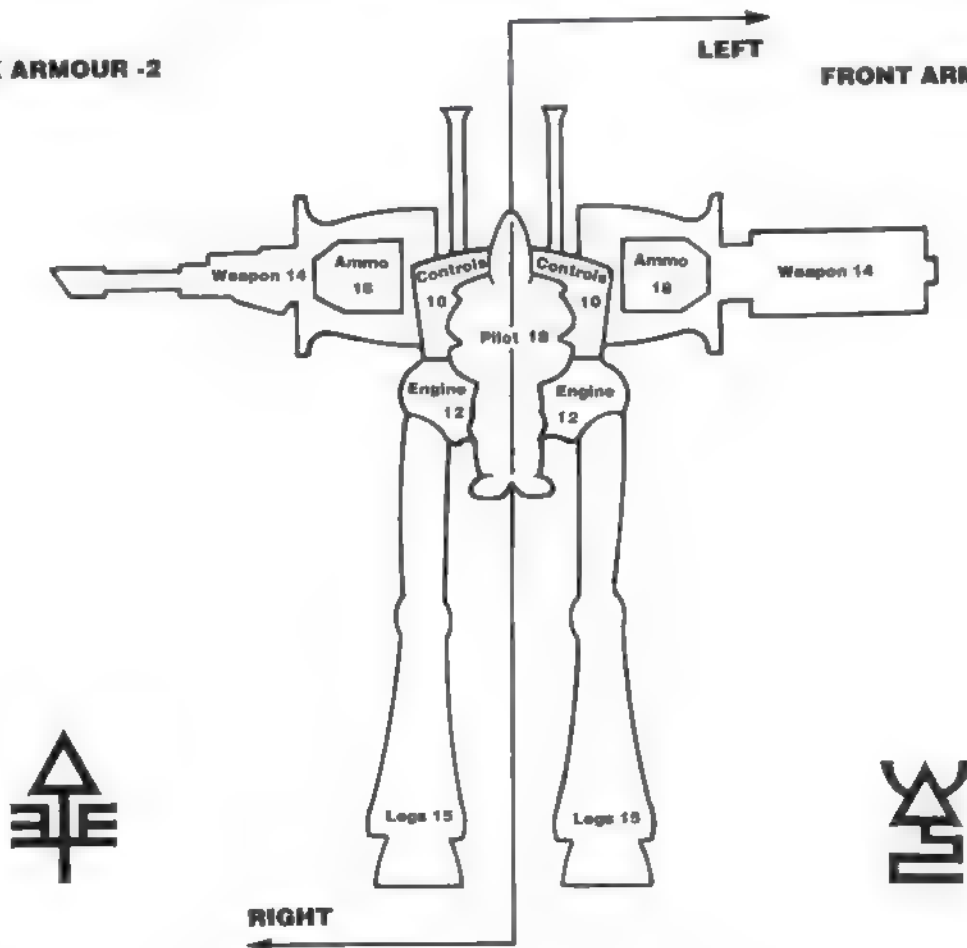
The Eldar Walker is armed with a scatter laser with targeter and a 90° field of fire to the front, and a lascannon with targeter and a 90° field of fire to the front.



BACK ARMOUR -2

LEFT

FRONT ARMOUR +1



# ELDAR WAR WALKER DAMAGE TABLE

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

## CONTROLS

D6	Result
1-3	The Dreadnought's control gear is smashed and the machine comes to an immediate and permanent halt. The pilot may use emergency controls to fire 1 weapon during the shooting phase, but may do nothing else.
4-6	The Dreadnought's controls go crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each turn both players roll a D6. The player with the highest result may move the Dreadnought that turn, while the other player may fire 1 weapon during the shooting phase. In the case of a tie the Dreadnought may not move or fire at all!

## ENGINE

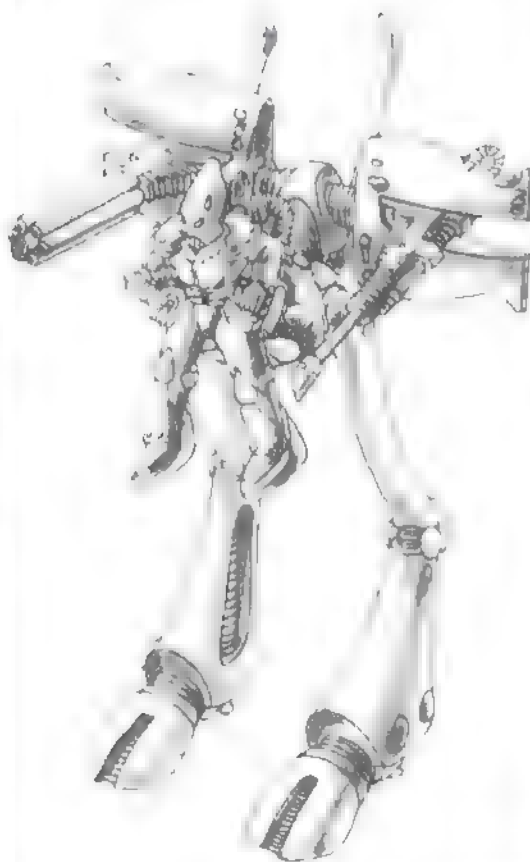
D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.

## LEG

D6	Result
1-2	The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below.
3-4	The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game.
5-6	The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game.

## PILOT

D6	Result
1-2	The pilot is mortally injured. If the War Walker moved in its previous turn, it will spin round to face a random direction and move D6" before coming to a halt. From now on the War Walker may only fire weapons or move if the owning player first rolls a 6 on a D6 at the start of his turn.
3-6	The pilot is slain and the machine comes to an immediate halt. The War Walker is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield.





# ORK BATTLEWAGON

The Battlewagon is an extremely common type of large vehicle used by the Orks. Its design conforms to one of the traditional types known throughout Orkdom and copied by Mekboyz for many generations. Battlewagons are large vehicles designed to carry a whole fighting Mob of Orks including any Gretchin and Snotling servants that accompany it. It is possible to squash an almost unlimited number of these underlings into the Battlewagon, and any that can't fit inside will quite happily hang onto the bodywork or grab hold of the vehicle's flagpole. As Battlewagons are mostly owned by Ork families it is armed with weapons belonging to that family - and these will naturally vary a great deal.

Type	Wheeled
Points Value	25
Driver	1 Ork
Gunners	none
Transport	special
Slow Speed	8
Combat Speed	18
Fast Speed	25

Because the Orks are carrying their own weapons the field of fire is based on the position of each Ork model firing from within the vehicle.

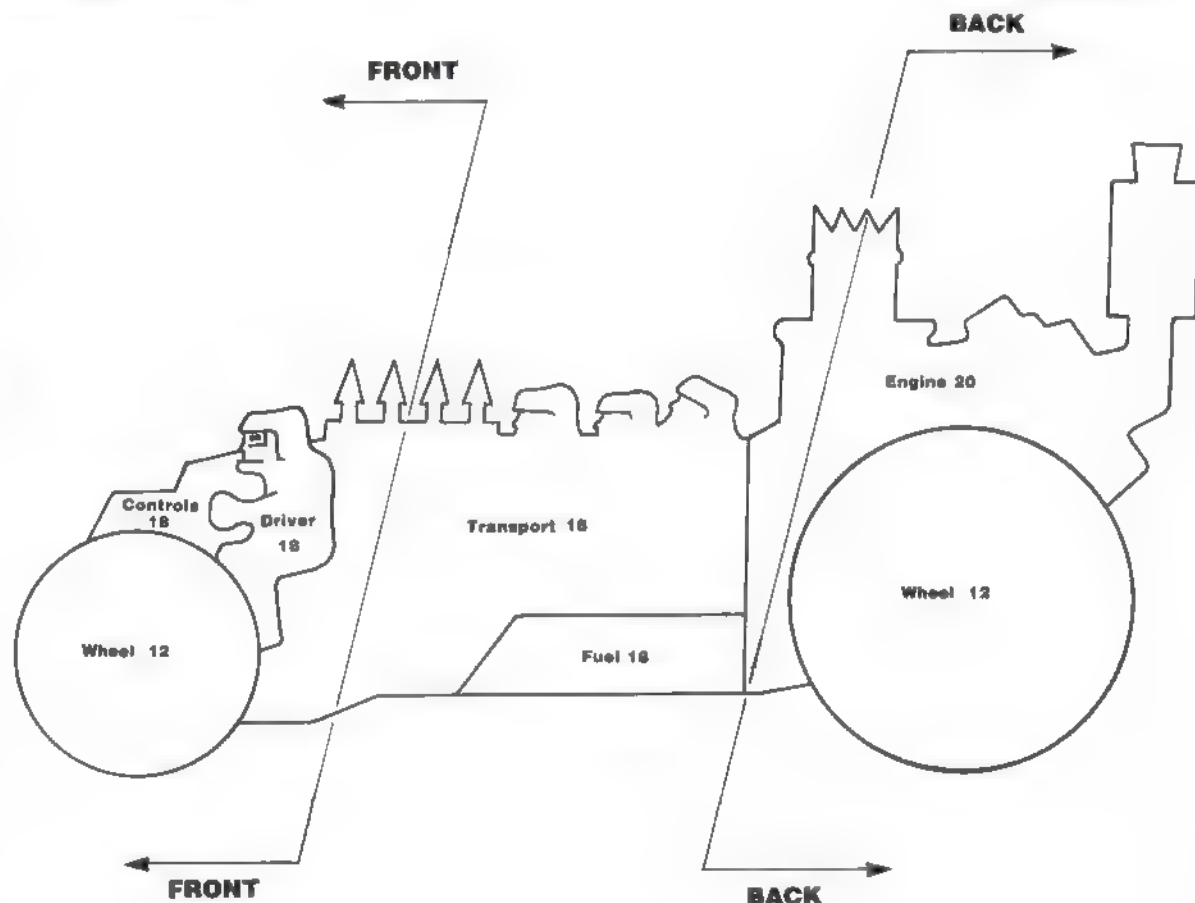
## WEAPONS

There is no limit to the number of Orks or servants that may be placed inside the vehicle, other than the number of models that you can fit inside or balance on top of the Battlewagon. Any models which fall off during the game are judged to have actually fallen off.

Because of the tremendous weapon variation no weapons have been included on the Datafax. Orks in or on the Battlewagon may use any weapons that they are carrying. A Battlewagon may also be used to tow a piece of Ork artillery such as the Hop-Splat Field Gun, with the crew from the weapon riding inside the Battlewagon.

## FRONT ARMOUR +1

## BACK ARMOUR -1



# ORK BATTLEWAGON DAMAGE TABLE

## TRANSPORT

D6	Result
1	The attack miraculously fails to cause any damage in the transport section, but the huge explosion stuns any models there. Any models being transported in the vehicle may not do anything in their next turn while they recover from the effects of the explosion.
2-5	The weapon hits a randomly chosen model in the transport section, causing damage using the normal Warhammer 40,000 rules. If the weapon has a blast area then all other models in the transport section will be hit as well.
6	As above, but the transport section is so badly damaged that any surviving models must disembark in their next turn.

## DRIVER

D6	Result
1-3	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
4-6	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undriveable regardless of whether the driver is slain and will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

## FUEL

D6	Result
1	The fuel tank ruptures and starts leaving a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps on moving. However, if the vehicle stops for any reason then the burning fuel will catch up and spread into the fuel tank, causing an explosion as described for a roll of 4-6 below.
2-3	A huge gash is torn in the fuel tank, dumping all of the vehicle's fuel on the ground. The vehicle can carry on moving as normal in its next turn, and will then grind to a halt for the rest of the battle.
4-6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

## WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the vehicle's maximum speed is reduced to its slow rate only.
3-4	The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
5-6	If the vehicle is stationary it is permanently halted. If moving it will cease to move forward and spin round to face a random direction (roll a D12 with straight ahead as 12 o'clock). Once halted it cannot move for the rest of the game.

## CONTROLS

D6	Result
1-2	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
3-4	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
5-6	The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.





# ORK GOBSMASHA

The Gobsmasha is a common Battlewagon variant much favoured by the Evil Sunz. The Gobsmasha benefits from having thicker, fully enclosed armour and a selection of large weapons mounted on the front. Evil Sunz use Gobsmashas to teach their young and impetuous Wildboyz the benefits of Orks kultur and the joys of driving around at high speed - the heavier armour comes in particularly handy when the Wildboyz keep crashing into things. In battle each Gobsmasha is crewed by three young Orks (who jump around and fire all the guns) and a hoary old Ork veteran (who drives the vehicle and keeps the young Orks from doing anything too daft).

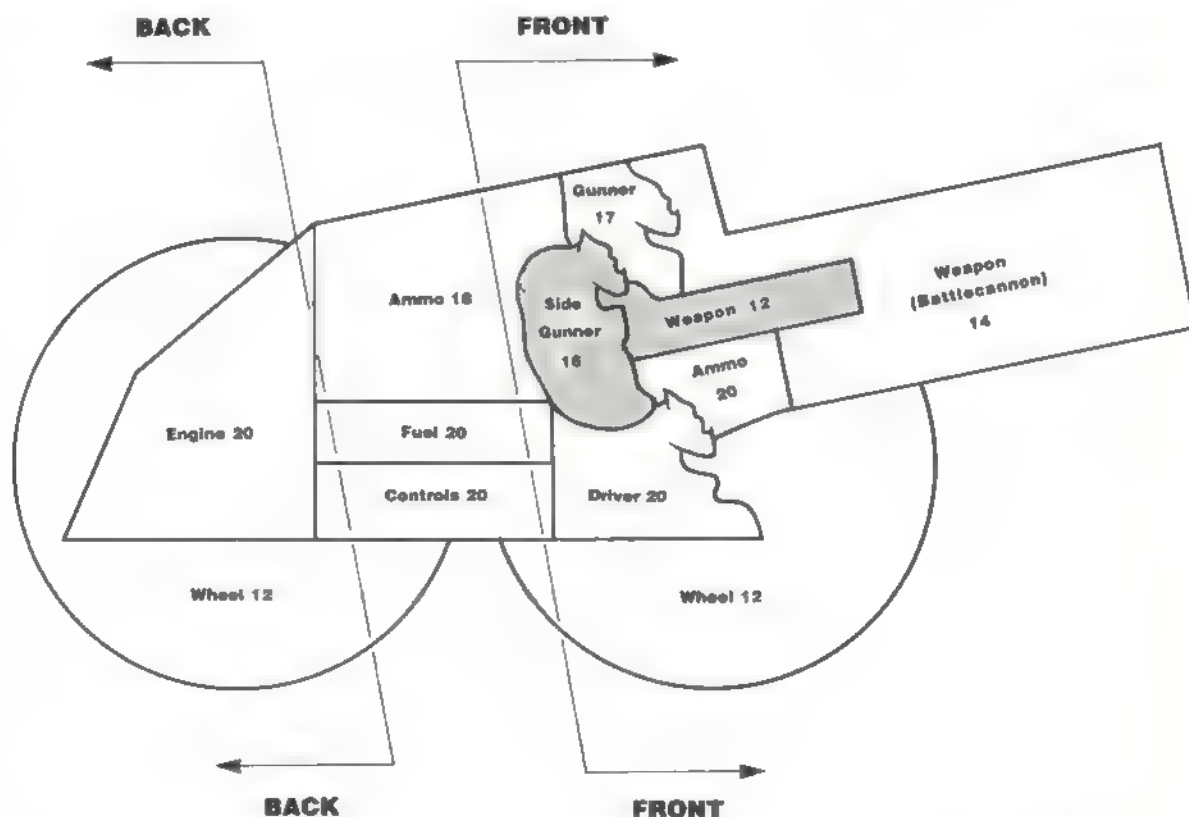
Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Battle Cannon	0-20	20-72	-	-	8	2D6	-3	1 1/2" Blast area
Heavy Plasma Gun								
Low energy	0-20	20-40	-	-	7	D4	-2	
Max power	0-20	20-72	-	-	10	D10	-6	1" Blast, 2 turns to recharge
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	Sustained Fire

Type	Wheeled
Points Value	75
Driver	1 Ork
Gunners	3 Orks
Transport	none
Slow Speed	6
Combat Speed	14
Fast Speed	20

The Gobsmasha is armed with a battle cannon with a 90° field of fire to the front. It may also be armed with a heavy plasma gun and/or a heavy bolter, both with a 90° field of fire to the front, at an additional cost of 25 points each. The hit diagram allows for these two extra weapons, and shows the position of the Ork gunners needed to fire them. If you decide to model your Gobsmasha without these side mounted weapons, the shaded areas should be treated as being part of the battle cannon.

BACK ARMOUR -1

FRONT ARMOUR +1



# ORK GOBSMASHA DAMAGE TABLE

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

## GUNNERS

D6	Result
1-3	The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon.
4-6	The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. Regardless of whether the crewman survives, the weapon he is operating is so badly damaged by the hit that it can no longer be used.

## DRIVER

D6	Result
1-3	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
4-6	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undrivable regardless of whether the driver is slain and will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## FUEL

D6	Result
1	The fuel tank ruptures and starts leaving a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps on moving. However, if the vehicle stops for any reason then the burning fuel will catch up and spread into the fuel tank, causing an explosion as described for a roll of 4-6 below.
2-3	A huge gash is torn in the fuel tank, dumping all of the vehicle's fuel on the ground. The vehicle can carry on moving as normal in its next turn, and will then grind to a halt for the rest of the battle.
4-6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

## ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

## CONTROLS

D6	Result
1-2	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
3-4	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
5-6	The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

## WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the vehicle's maximum speed is reduced to its slow rate only.
3-4	The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
5-6	If the vehicle is stationary it is permanently halted. If moving it will cease to move forward and spin round to face a random direction (roll a D12 with straight ahead as 12 o'clock). Once halted it cannot move for the rest of the game.



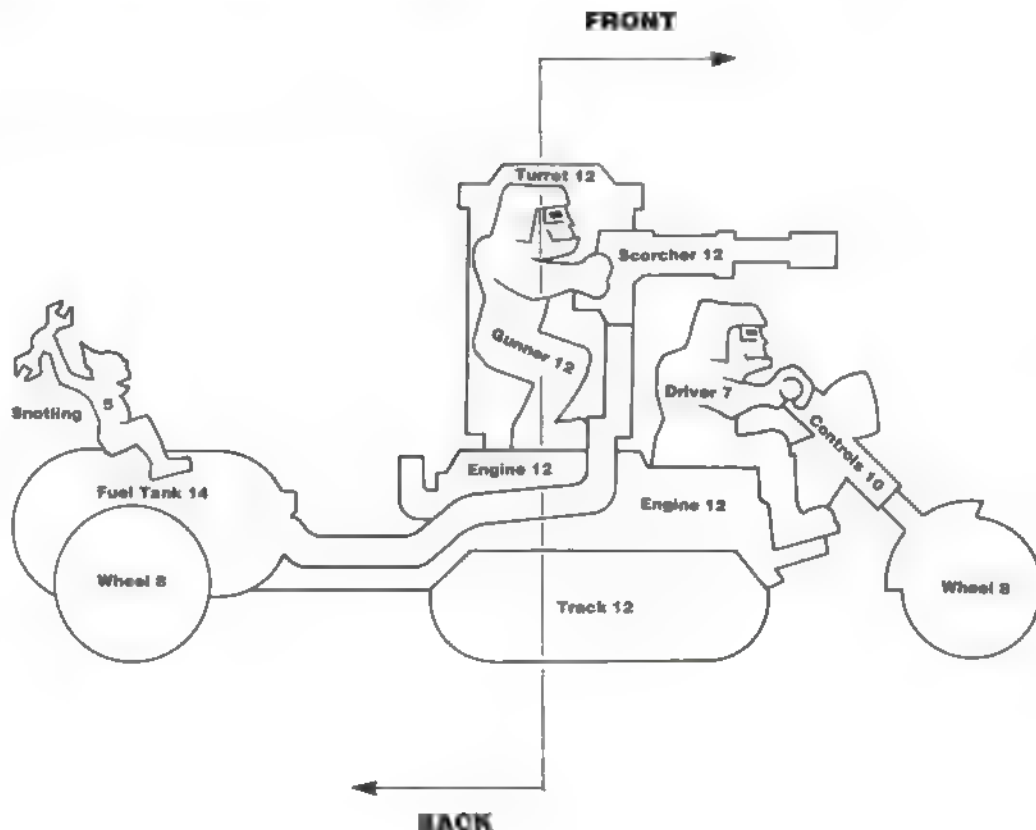
# ORK SCORCHER

The Scorcher is a heavily modified Wartrak with an armoured turret and fuel tank on a trailer. It takes its name from the scorcher fire thrower with which it is armed. The scorcher is a dangerous weapon which runs off the unstable compound that Orks use for fuel. The fuel is pumped from the trailer through the turret and out of broad nozzle. A burner ignites the fuel as it passes through the nozzle and produces a sheet of flame. The burning fuel washes over and through cover, lapping through windows and doors or setting vegetation alight so that the cover provides no protection, making the scorcher particularly good against infantry.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Scorchers	406"	-	-	-	6	03	-3	See Vehicle manual rule book

Type	Tracked
Points Value	50
Diver	1 Ork
Gunners	1 Ork
Transport	none
Slow Speed	8
Combat Speed	20
Fast Speed	30

The Scorcher is armed with the scorcher fire thrower with a 4" wide fire corridor and a 360° field of fire.



# ORK SCORCHER DAMAGE TABLE

## CONTROLS

- D6 Result**
- 1-2 The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
- 3-4 The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors are shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
- 5-6 The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## SNOTLING

- D6 Result**
- 1 The Snotling ducks just in time and the attack whistles over his head. However he is so scared by the experience that he forgets to pump for a turn. The Scorchers range is reduced to 3D6" the next time it is used as the Snotling recovers his composure.
- 2-5 The Snotling is killed and the Scorchers must rely on the pressure built up in the tank from now on. The next time the Scorchers shoots, its range will be 3D6". The following time it fires its range will be 2D6". After that any shots have a range of D6".
- 6 The Snotling is killed, but as he dies he accidentally hits the emergency fuel release button. Gallons of highly volatile fuel pour out over the Scorchers and then burst into flame, ignited by a stray spark. The vehicle is destroyed and grinds to a halt, while its crew and any models within 2" are caught by the fire ball and take a single S5 hit that causes D4 wounds. Normal saving rolls apply.

## DRIVER

- D6 Result**
- 1-3 The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
- 4-6 The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undriveable regardless of whether the driver is slain and will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## FUEL TANK

- D6 Result**
- 1 The fuel tank ruptures and starts leaving a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps on moving. However, if the vehicle stops for any reason then the burning fuel will catch up and spread into the fuel tank causing an explosion as described for a roll of 4-6 below.
- 2-3 A huge gash is torn in the fuel tank, dumping all of the vehicles fuel on the ground. The vehicle can move and fire as normal in its next turn, and will then grind to a permanent halt and be unable to fire for the rest of the battle.
- 4-6 The fuel explodes, destroying the vehicle and killing the crew. Any models within 2D6" of the vehicle are caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

## ENGINE

- D6 Result**
- 1-2 The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
- 3-4 The vehicle moves out of control in its next turn and then comes to a permanent halt.
- 5 The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
- 6 A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

## SCORCHER

- D6 Result**
- 1 The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
- 2-5 The weapon is destroyed and can no longer be used.
- 6 The weapon explodes and is destroyed. The explosion flashes back to the vehicles ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

## GUNNER

- D6 Result**
- 1-3 The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon.
- 4-6 The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. Regardless of whether the crewman survives, the weapon he is operating is so badly damaged by the hit that it can no longer be used.

## WHEEL

- D6 Result**
- 1-2 The wheel and mountings are badly buckled. From now on the vehicle's maximum speed is reduced to its slow rate only.
- 3-4 The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
- 5-6 If the vehicle is stationary it is permanently halted. If moving it will cease to move forward and spin round to face a random direction (roll a D12 with straight ahead as 12 o'clock). Once halted it cannot move for the rest of the game.



# ORK SUPER HEAVY DREADNOUGHT

The Super-Heavy Ork Dreadnought is almost identical to the smaller, two armed, version. However, the fact that it is both bigger *and* capable of carrying twice as much weaponry makes it by far the most popular model with most Ork Warlords. As with the smaller version, the Super Heavy Ork Dreadnought is piloted by a Gretchin who has been implanted into the machine by the combined efforts of a Painboy and a Mekaniak. Only the very brightest Gretchin are used in Super Heavy Dreadnoughts, as they must be capable of operating all four of the Dreadnought's arms at the same time. This is no easy task, but on the whole the Gretchin seem to manage well enough, and only occasionally get confused and fire off a weapon at the wrong time...

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy bolter	0-12	12-24	+1	-	4	1	-1	Sustained Fire
Las-cannon	0-12	12-24	+1	-	4	1	-2	Sustained Fire
Krak missile	0-20	20-72	-	-	8	D10	-8	
Frag missile	0-20	20-72	-	-	4	1	-1	2" Blast Area
Heavy flamer	Template		Special		5	1	-3	
Power claw	-	-	-	-	8	1	-5	Close combat

M	WS	BS	S	I	A	Ld
4	5	4	6	3	4	6

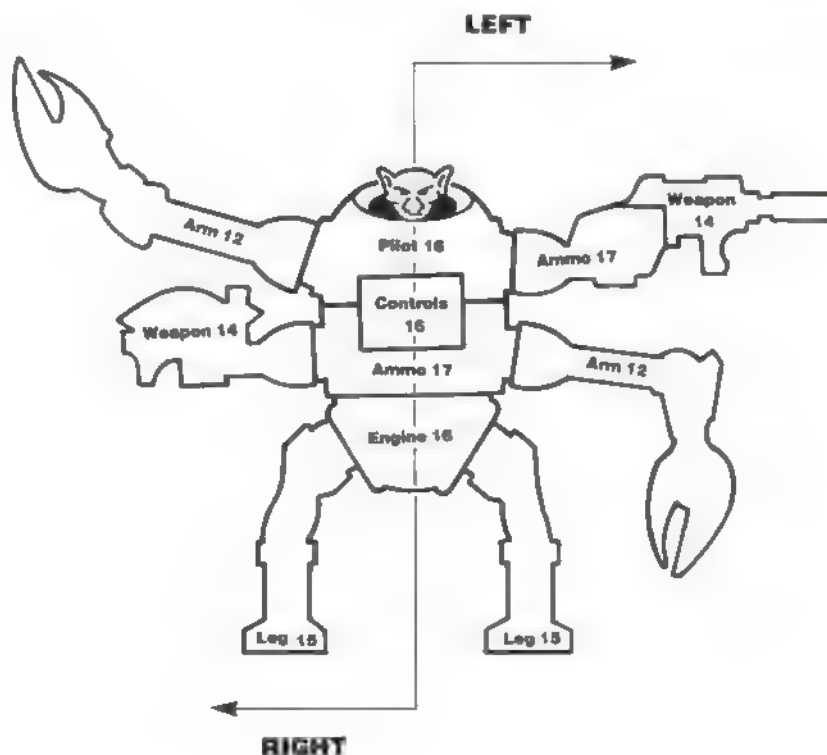
Type	Walker
Points Value	125
Crew	1 Gretchin

The Ork Super Heavy Dreadnought is armed with two power claws, plus two weapons chosen from the following list: a lascannon with a 90° field of fire to the front; a missile launcher with frag and krak missiles, with a 90° field of fire to the front; a heavy flamer with a 90° field of fire to the front; a heavy bolter with a 90° field of fire to the front.

As long as both power claws are in working order the Dreadnought can use the special CRUSH attack described in the Vehicle Manual rulebook.

**BACK ARMOUR -2**

**FRONT ARMOUR +1**



# ORK DREADNOUGHT DAMAGE TABLE

## AMMO

- D6 Result**
- 1 Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
  - 2-6 The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

## ARM

- D6 Result**
- 1-2 The arm is hit and partially paralysed. Any weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand to hand combat. Reduce the machine's Attacks characteristic by one point.
  - 3-6 The arm is torn from the machine's body. Any weapon mounted on the arm is destroyed, and the machine cannot use the arm in hand to hand combat. The machine's Attacks characteristic is reduced by one point.

## CONTROLS

- D6 Result**
- 1-3 The Dreadnought's control gear is smashed and the machine comes to an immediate and permanent halt. The pilot may use emergency controls to fire 1 weapon during the shooting phase but may do nothing else.
  - 4-6 The Dreadnought's controls go crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each turn both players roll a D6. The player with the highest result may move the Dreadnought that turn, while the other player may fire 1 weapon during the shooting phase. In the case of a tie the Dreadnought may not move or fire at all!

## GRETCHIN DREADNOUGHT PILOT

- D6 Result**
- 1-2 The Gretchin suffers a massive electrical shock through his control cables, driving him half mad and sending the Dreadnought on the rampage! Move the Dreadnought D6" in a random direction in its next movement phase. It will attack anything in its path in close combat or fire its weapons at the closest target, friend or foe! The rampage will continue until the Dreadnought is destroyed or leaves the table.
  - 3-6 The Gretchin is slain and the machine comes to an immediate halt. The Dreadnought may do nothing for the remainder of the battle and is effectively destroyed.

## LEG

- D6 Result**
- 1-2 The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below.
  - 3-4 The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game.
  - 5-6 The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game.

## ENGINE

- D6 Result**
- 1-2 The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
  - 3-4 The vehicle moves out of control in its next turn and then comes to a permanent halt.
  - 5 The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
  - 6 The engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.



## WEAPON

- D6 Result**
- 1 The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
  - 2-5 The weapon is destroyed and can no longer be used.
  - 6 The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.



# ORK DREADNOUGHT

The Ork Dreadnought is piloted by a Gretchin which has been surgically implanted into the machine by the combined efforts of an Ork Painboy and Ork Mekboy. Gretchin are fortunately very resilient and usually survive the operation to wake up and find themselves wired into a huge metal body which is even bigger and stronger than an Orks! This is very cheering for the Gretchin who has had to suffer years of beating from his Ork masters, and not surprisingly the power goes to his head. In battle Ork Dreadnoughts often charge off towards the first enemy they see, bellowing loud metallic "Waaargh!" noises out of their speakers. Fortunately most Ork Dreadnoughts are equipped with a fearsome Power Claw so that the Gretchin can work off some of its angst in close combat and then (hopefully) settle down for the rest of the battle.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy bolter	0-12	12-24	+1	—	4	1	-1	Sustained Fire
Lascannon	0-12	12-24	+1	—	4	1	-2	Sustained Fire
Krak missile	0-20	20-72	—	—	8	D10	-6	
Frag missile	0-20	20-72	—	—	4	1	-1	2" Blast Area
Heavy flamer	Template		Special		5	1	-3	
Power claw	—	—	—	—	8	1	-5	Close combat

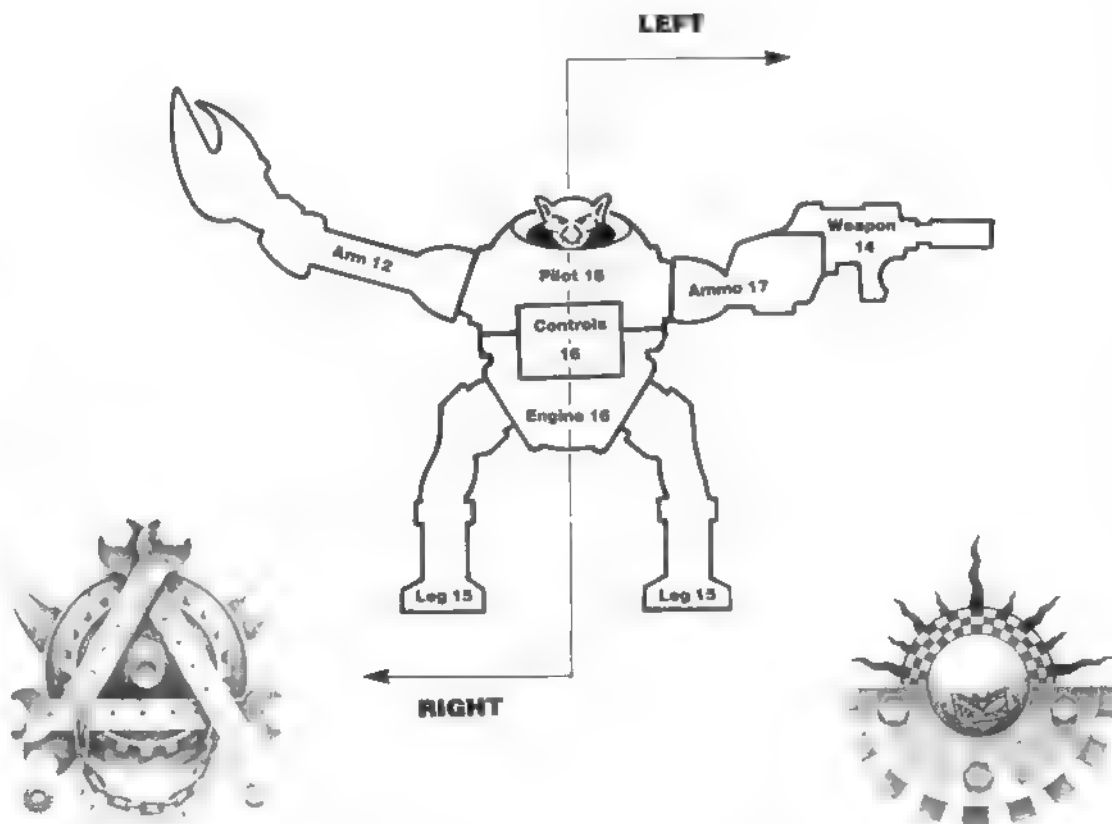
M	WS	BS	S	I	A	Ld
4	5	4	6	3	3	6

Type	Walker
Points Value	75
Crew	1 Gretchin

The Ork Dreadnought is armed with one power claw on the right arm, plus one weapon chosen from the following list on the left arm: a lascannon with a 90° field of fire to the front; a missile launcher with frag and krak missiles, with a 90° field of fire to the front; a heavy flamer with a 90° field of fire to the front; a heavy bolter with a 90° field of fire to the front.

BACK ARMOUR -2

FRONT ARMOUR +1



# ORK DREADNOUGHT DAMAGE TABLE

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.



## ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	The Engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.

## LEG

D6	Result
1-2	The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below.
3-4	The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game.
5-6	The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game.

## ARM

D6	Result
1-2	The arm is hit and partially paralysed. Any weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand to hand combat. Reduce the machine's Attacks characteristic by one point.
3-6	The arm is torn from the machine's body. Any weapon mounted on the arm is destroyed and the machine cannot use the arm in hand to hand combat. The machine's Attacks characteristic is reduced by one point.

## CONTROLS

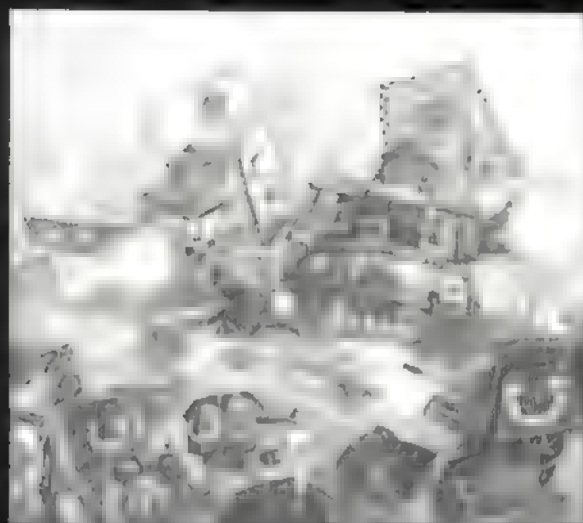
D6	Result
1-3	The Dreadnought's control gear is smashed and the machine comes to an immediate and permanent halt. The pilot may use emergency controls to fire 1 weapon during the shooting phase but may do nothing else.
4-6	The Dreadnought's controls go crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each turn both players roll a D6. The player with the highest result may move the Dreadnought that turn, while the other player may fire 1 weapon during the shooting phase. In the case of a tie the Dreadnought may not move or fire at all!

## GRETCHIN DREADNOUGHT PILOT

D6	Result
1-2	The Gretchin suffers a massive electrical shock through his control cables, driving him half mad and sending the Dreadnought on the rampage! Move the Dreadnought D6" in a random direction in its next movement phase. It will attack anything in its path in close combat or fire its weapons at the closest target, friend or foe. The rampage will continue until the Dreadnought is destroyed or leaves the table.
3-6	The Gretchin is slain and the machine comes to an immediate halt. The Dreadnought may do nothing for the remainder of the battle and is effectively destroyed.

## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.





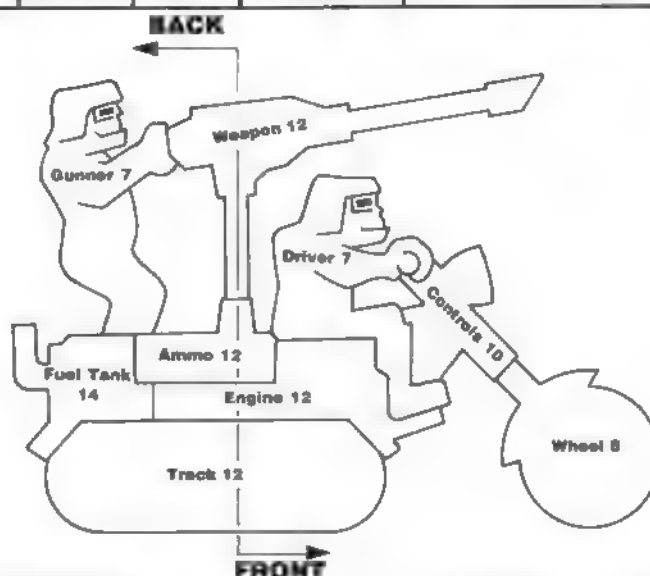
## ORK WARTRAK

Like the War Buggy, the Wartrak is an extremely common type of vehicle built by Ork Mekboyz from all clans. It has a set of tracks and a bike-type front suspension so it is fast and doesn't get bogged down in mud or other bad terrain. The crew of two Orks sit behind each other with one acting as the driver and the other as the gunner. Wartraks are very mobile and can mount various different weapons - though lascannons are the most popular choice.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Lascannon	0-20	20-60	-	-	9	2D6	-6	

Type	Tracked
Points Value	40
Driver	1
Gunners	1
Transport	none
Slow Speed	10
Combat Speed	20
Fast Speed	28

The Wartrak is armed with a Lascannon with a 360° field of fire.



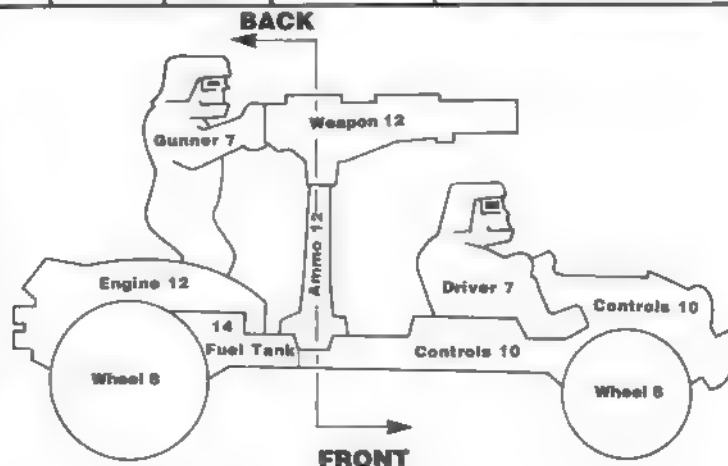
## ORK WAR BUGGY

War Buggies are one of the most popular of all Ork vehicles. Although individual War Buggies vary greatly in the detail lavished on them by their creators, the basic design is always the same. The Buggy consists of a sturdy chassis, has four wheels and is driven by an engine at the back. It has a driver who is often a young Ork training as a Mekboy. The vehicle's other crewman rides behind on a raised seat so that he fires his weapons over the driver's head.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy bolter	0-20	20-40	-	-	5	D4	-2	Sustained fire
Multimelta	0-12	12-24	<1	-	8	10D1	-4	2" Blast area
Heavy plasma gun	0-20	20-40	-	-	7	D4	-2	
Low energy	0-20	20-40	-	-	7	D4	-2	
Maximum power	0-20	20-72	-	-	10	D10	-6	1" Blast. 2 turns to recharge


Type	Wheeled
Points Value	50
Driver	1
Gunners	1
Transport	none
Slow Speed	8
Combat Speed	16
Fast Speed	30

The War Buggy may be armed with one of the following: twin heavy bolters with 360° field of fire, a multimelta with 360° field of fire, or a heavy plasma gun with 360° field of fire.




# WARTRAK DAMAGE TABLES


## AMMO

- D6** 
- 1** Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
- 2-6** The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.


## TRACK/WHEEL

- D6** 
- 1-2** The track or wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
- 3-6** The track or wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.


## DRIVER/GUNNER

- D6** 
- 1-4** The rider gets his normal saving throw modified by the save modifier for the weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed.
- 5-6** The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed.

## FUEL

- D6** 
- 1-2** A huge gash is torn in the fuel tank. The vehicle can carry on moving in its next turn, and will then grind to a halt for the rest of the battle.
- 3-6** The fuel catches fire. Anybody onboard is killed and the flaming wreck moves out of control next turn and then explodes. Any model within 3" suffers damage exactly as if they had been hit by a heavy flamer.


## CONTROLS

- D6** 
- 1-2** The bike moves out of control on its next turn and then comes to a permanent halt.
- 3-6** The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## WEAPON


- D6** **Result**
- 1** The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
- 2-6** The weapon is destroyed and can no longer be used.

## ENGINE

- D6** 
- 1-2** The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
- 3-6** The bike moves out of control in its next turn and then comes to a permanent halt.

# WAR BUGGY DAMAGE TABLES

## DRIVER/GUNNER

- D6** 
- 1-4** The rider gets his normal saving throw modified by the save modifier for the weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed.
- 5-6** The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed.

## WHEEL

- D6** **Result**
- 1-2** The wheel and mountings are badly buckled. From now on the buggy's maximum speed is reduced to its slow rate only.
- 3-6** The wheel is blown off. If the buggy is stationary it is permanently halted. If moving the buggy will slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.


## WEAPON

- D6** **Result**
- 1** The weapon is jammed or partially damaged and cannot be used until it has been repaired. The gunner may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. If he does so he cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
- 2-6** The weapon is destroyed and can no longer be used.


## ENGINE

- D6** **Result**
- 1-2** The buggy coasts 1D6" to a halt and remains immobilised for the remainder of the game.
- 3-5** The buggy moves out of control in its next turn and then comes to a permanent halt.
- 6** The engine is destroyed and bursts into flames, killing the crew. If moving the buggy will slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of the move the buggy explodes, causing a strength 6 hit inflicting D6 wounds on all models within 3" radius.

## CONTROLS

- D6** 
- 1-2** The buggy moves out of control on its next turn and then comes to a permanent halt.
- 3-6** The rider loses control of the buggy. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## AMMO

- D6** 
- 1** Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. Roll a D6 at the beginning of each following turn, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
- 2-6** The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.



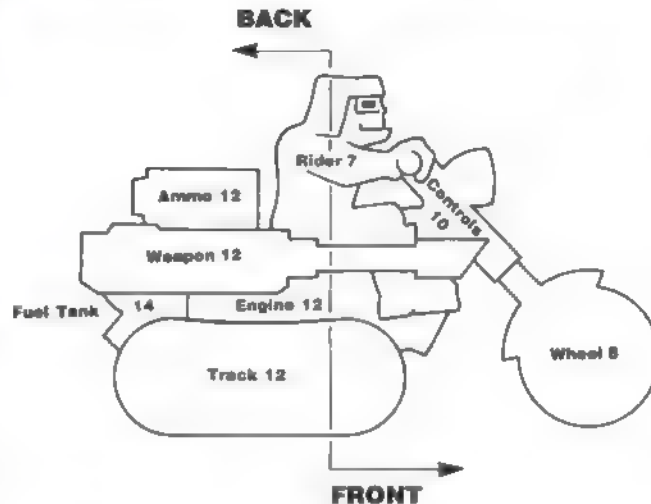
## ORK WARBIKE

The Ork Warbike is a single-seat attack bike with twin autocannon - an exceptionally heavy armament for such a small vehicle. Of course, fixing such a lethal combination of weaponry onto a small and relatively light bike poses a few problems - not the least of which is its tendency to spin wildly out of control every time the guns are fired. Fortunately, Orks don't regard petty problems of this kind as any kind of deterrent, rather that they add to the character of the bike and make it more exciting to ride.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Autocannon	0-20	20-72	-	-	8	D10	-3	Sustained fire

Type	Bike
Points Value	35
Driver	1
Gunners	none
Transport	none
Slow Speed	8
Combat Speed	12
Fast Speed	30

The Warbike is armed with twin forward firing autocannons with a 2" wide fire corridor directly in front of the model. Special rules apply to this weapon as described in the main rules.



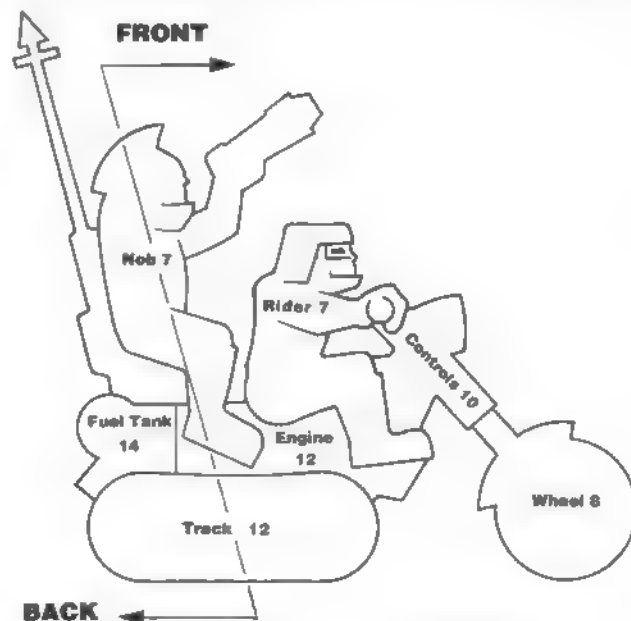
## ORK NOBZ BIKE

The Nobz Bike is the ultimate personel transport for a Nob who wants fast, individual mobility, with no waiting around for the rest of the Boyz. Nobz don't drive the bikes themselves, that would distract them from the real fun which (as everybody knows) is shooting the biggest, loudest, and most devastating weapon that he can carry. Instead, the bike is driven by a trusted servant from the Nob's household, someone he can trust to put his foot down and get to where the action is really fast! The Boyz who drive the Nobz Bikes consider themselves a cut above the average Boy. They perhaps nurture dreams of being Nobz themselves one day - if they live long enough!

Type	Bike
Points Value	10
Driver	1
Gunners	1
Transport	none
Slow Speed	8
Combat Speed	12
Fast Speed	30



Although the Nobz bike is unarmed the Nob riding it may fire any of his weapons in a 360° fire arc.



# ORK WARBIKE DAMAGE TABLES

## RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the save modifier for the weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the rider is killed then the bike will flip over and be destroyed.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the rider is knocked off then the bike will flip over and be destroyed.

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

## TRACK/WHEEL

D6	Result
1-2	The track or wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
3-6	The track or wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving at over 10" a turn.

## ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-6	The bike moves out of control in its next turn and then comes to a permanent halt.

## CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## FUEL

D6	Result
1-2	A huge gash is torn in the fuel tank. The vehicle can carry on moving in its next turn, and will then grind to a halt for the rest of the battle.
3-6	The fuel catches fire. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Any model within 3" suffers damage exactly as if they had been hit by a heavy flamer.

## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

# NOBZ BIKE DAMAGE TABLES

## CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## NOB

D6	Result
1-4	The Nob gets his normal saving throw modified by the save modifier for the attacking weapon. If this is successful he is unharmed. If he doesn't make his save then he sustains the number of wounds normally caused by the weapon.
5-6	The Nob is hit as above. Even if he survives the hit, he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn.

## TRACK/WHEEL

D6	Result
1-2	The track or wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
3-6	The track or wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

## ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-6	The bike moves out of control in its next turn and then comes to a permanent halt.

## RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the save modifier for the attacking weapon. If this is successful he is unharmed. If he doesn't make his save then he sustains the number of wounds normally caused by the weapon. If the rider is killed then the bike will flip over and be destroyed.
5-6	The rider is hit as above. Even if he survives the hit, he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the rider is knocked off then the bike will flip over and be destroyed.

## FUEL

D6	Result
1-2	A huge gash is torn in the fuel tank. The vehicle can carry on moving in its next turn, and will then grind to a halt for the rest of the battle.
3-6	The fuel catches fire. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Any model within 3" suffers damage exactly as if they had been hit by a heavy flamer.



## SQUAT BIKE

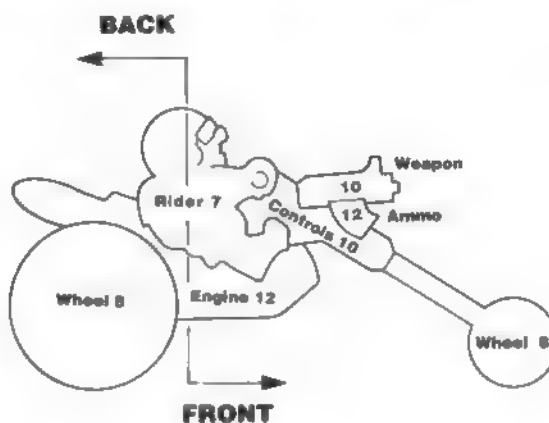
Squats use bikes and small trikes extensively for personal transport across the bleak and inhospitable landscape of the Squat Homeworlds. A number of younger Squats get so attached to the idea of roaring around at high speed that they mount weapons on their bikes and use them on the battlefield. The Engineers Guild is most renowned of all for its love of bikes and trikes (or Hogs and Sickles as they call them in their obscure technical jargon), often fielding entire Squads of Guild Bikers in support of the foot warrior brotherhoods.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	<1	-	4	1	-1	

Type	Bike
Points Value	15
Driver	1
Gunners	none
Transport	none
Slow Speed	10
Combat Speed	15
Fast Speed	30



The Squat bike is armed with twin bolters with targeter and a 90° field of fire to the front.



## SQUAT GUILD TRIKE

This distinctive vehicle is used exclusively by the renowned Squat Guild of Engineers. The very sound of the thundering four-stroke engines of Guild Trikes is enough to send foes scurrying for cover and if they don't the barrage of melta-fire that follows will make them wish that they had. Guild Trike teams are famed for their fearless leaps and daredevil skid turns, evading enemy fire as they make their hit and run attacks with stunning bravado.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	<1	-	4	1	-1	
Multimelta	0-12	12-24	<1	-	8	20/12	-4	2" Blast area

Type	Skimmer
Points Value	60
Driver	1
Gunners	1
Transport	none
Slow Speed	8
Combat Speed	20
Fast Speed	30

The Squat Guild Trike is armed with twin bolters and targeter with 90° field of fire to the front, and a multimelta with targeter and 180° field of fire to the front.



# SQUAT BIKE DAMAGE TABLES

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 6 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 6 hits with a -3 save modifier on all models within 3" of the vehicle.

## RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed.

## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

## ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-5	The bike moves out of control in its next turn and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames, killing the crew. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of the move the bike explodes, causing a strength 6 hit inflicting D6 wounds on all models within a 3" radius.

## CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
3-6	The wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

# GUILD TRIKE DAMAGE TABLES

## DRIVER/GUNNER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed. If a gunner is killed then his weapon may no longer be used.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed. If a gunner is killed then his weapon may no longer be used.

## WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
3-6	The wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

## ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-5	The bike moves out of control in its next turn and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames, killing the crew. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of the move the bike explodes, causing a strength 6 hit inflicting D6 wounds on all models within a 3" radius.

## CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

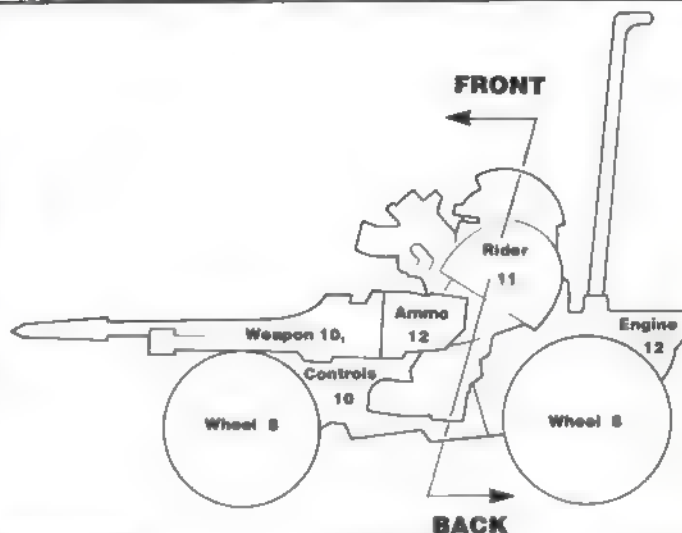
## SQUAT EXO-ARMOUR TRIKE

The warrior aristocracy of a Squat Stronghold often ride into battle on a trike that has been heavily-reinforced to allow them to wear exo-armour and carry the feared Doom Lance. The Doom Lance is a specialised weapon incorporated into the left arm of an exo-armour suit. Only one arm is needed to operate the weapon, leaving the other free to fire a pistol or gun. The Doom Lance is thrust at the enemy in exactly the same way as a spear or lance would be. However, if it hits, a cunning spring-loaded mechanism in the tip acts a trigger which fires a single heavy bolter shell at the target. At such short range the shell is almost certain to destroy all but the most heavily armoured target.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Doom Lance	-	-	-	-	5	D4	-2	Close combat only

Type	Trike
Points Value	20
Diver	1
Gunners	none
Transport	none
Slow Speed	10
Combat Speed	15
Fast Speed	30

The Squat Exo-Armour Trike has no weapons of its own but the Squat rider may fire any of his weapons in a 360° fire arc.



## JUGGERNAUT OF KHORNE

Juggernauts of Khorne are massive riding beasts of groaning iron and brass. Their heavy, wide-mouthed heads are filled with brazen fangs. They are ridden by favoured Champions of Khorne. A charging Juggernaut is a terrifying sight: the ground trembles under its incredible weight, while its ferocious bellowing drowns out all other sound. Then, with an enormous crash the Juggernaut smashes into its enemy, hurling men aside or crushing them underfoot. Even armoured vehicles can be smashed apart by the Juggernaut's almost unstoppable charge!

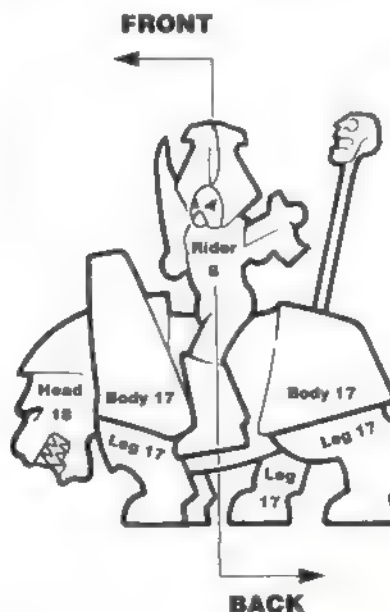
M	WS	BS	S	I	A	Ld
7	3	0	5	2	2	10

Type	Walker
Points Value	75
Driver	1



The Juggernaut of Khorne has no weapons of its own but the rider may fire his weapons in a 360° field of fire.

The Juggernaut causes fear. If the rider is removed from the Juggernaut or disabled in any way then the Juggernaut becomes subject to frenzy.





# EXO-ARMOUR TRIKE DAMAGE TABLES

## RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed.

## WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the bikes maximum speed is reduced to its slow rate only.
3-6	The wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

## ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-5	The bike moves out of control in its next turn and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames, killing the crew. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of the move the bike explodes, causing a strength 6 hit inflicting D6 wounds on all models within a 3" radius.

## CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 6 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 6 hits with a -3 save modifier on all models within 3" of the vehicle.

# JUGGERNAUT DAMAGE TABLE

## HEAD

D6	Result
1	The Juggernaut is stunned. In its next move it will stagger D6" in a random direction, colliding with anything in its path. The rider is allowed to shoot or fight in hand to hand combat as normal.
2-5	The hit drills the Juggernaut neatly between the eyes killing it instantly. Unfortunately it takes a while for the Juggernauts body to realise this! The Juggernaut may move and attack as normal for one more turn and then drops down dead.
6	The Juggernaut is struck squarely in the face and decisively blown away. It is hurled back D6" and collides with anything in its way. All troops on the side opposing the Juggernaut that have a LOS to this spectacular kill are immune to panic and will not rout this turn. They also give a mighty cheer! Routing troops with a LOS immediately rally. As the Juggernaut falls it rolls over the rider, crushing him and causing an automatic wound with no saving throw allowed.

## BODY

D6	Result
1	The shot is deflected by the Juggernauts iron hard skin, but it is spun 90° in a random direction by the force of the impact.
2-5	The Juggernaut is badly injured but keeps on coming! Roll a D6 at the end of each of the Chaos player's turns. on a roll of 1-3 the Juggernaut finally expires, but on a roll of 4-6 it may carry on for another turn.
6	The attack rips a gaping hole in the Juggernauts chest and it collapses to the ground stone dead! As the Juggernaut falls it rolls over the rider, crushing him and causing an automatic wound with no saving throw allowed.

## LEG

D6	Result
1	The Juggernaut suffers a shallow leg wound that causes it to stagger D6" in a random direction, colliding with anything in its path. It then steadies itself and carries on as if nothing had happened.
2-5	The Juggernauts leg is badly wounded, and it can not use it for the rest of the battle. It is forced to limp along only using the other legs which reduces it to half speed. If another leg is badly wounded then the Juggernaut will collapse to the ground and will not be able to move any further.
6	With a shower of ichor and gristle the leg is blown off. The Juggernaut is able to limp along at half speed for one more turn and then collapses and dies.

## RIDER

D6	Result
1	The rider is knocked off the Juggernaut by the impact but is otherwise unharmed.
2-5	The rider gets his normal saving throw modified by the save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon.
6	The rider gets his normal saving throw modified by the save modifier for the penetrating weapon. If this is successful is knocked off the Juggernaut by the impact but is otherwise unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon as well as being knocked off the Juggernaut.

# CHAOS DREADNOUGHT

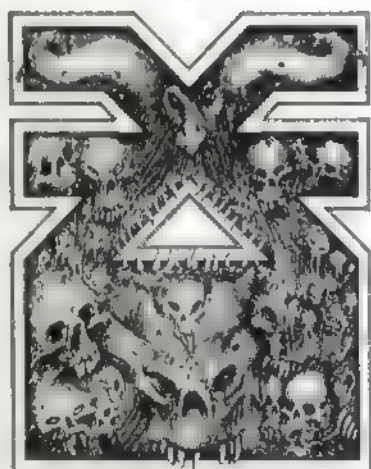
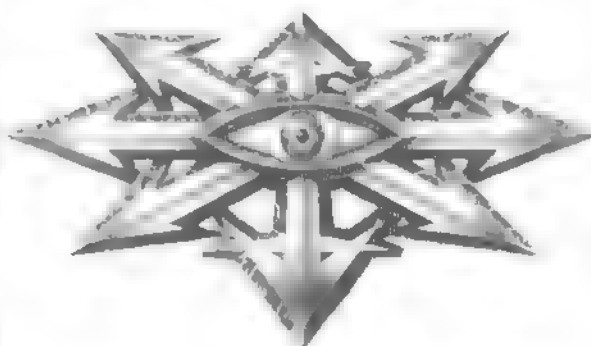
A great Chaos Space Marine Champion may be fortunate enough to find himself implanted into a Dreadnought rather than die of his wounds. Just as Space Marine Dreadnoughts combine the barely living remnants of a Space Marine into a complex fighting machine, so Chaos Dreadnoughts use sophisticated technology and arcane secrets to prolong the life of a Chaos Champion in machine form. Chaos Dreadnoughts derive from the ancient time before the Horus Heresy, but many of these machines have mutated under the warping power of Chaos into a combination of bone, metal, and living flesh. Relatively few survive and they are carefully maintained and repaired by Chaos Dwarf artificers. If the Dreadnought's occupant is killed in action the Dreadnought is recovered and refurbished to house a new Chaos Champion.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy plasma gun								
Low Energy	0-20	20-40	-	-	7	D4	-2	
Maximum power	0-20	20-72	-	-	10	D10	-6	1" Blast, 2 turns to recharge
Power Claw	-	-	-	-	8	1	-5	Close combat

M	WS	BS	S	I	A	Ld
4	7	5	6	5	3	8

Type	Walker
Points Value	150
Crew	1 Chaos Champion

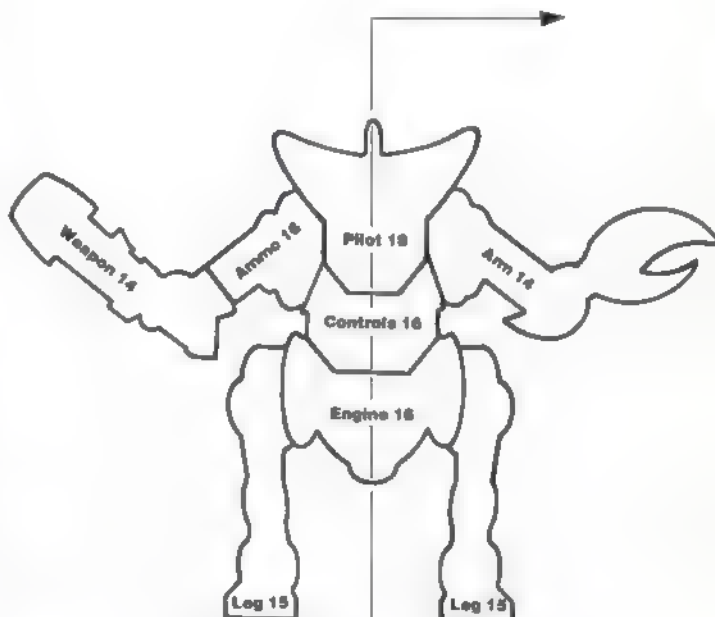
The Chaos Dreadnought is armed with a heavy plasma gun with targeter and a 90° field of fire to the front, and a power claw.



BACK ARMOUR -1

FRONT ARMOUR +1

LEFT



RIGHT

# CHAOS DREADNOUGHT DAMAGE TABLE

## AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

## ARM

D6	Result
1-2	The arm is hit and partially paralysed. Any weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand to hand combat. Reduce the machine's Attack characteristic by one point.
3-6	The arm is torn from the machine's body. Any weapon mounted on the arm is destroyed, and the machine cannot use the arm in hand to hand combat. The machine's Attack characteristic is reduced by one point.

## CONTROLS

D6	Result
1-3	The Dreadnought's control gear is smashed and the machine comes to an immediate and permanent halt. The pilot may use emergency controls to fire 1 weapon during the shooting phase, but may do nothing else.
4-6	The Dreadnought's controls go crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each turn both players roll a D6. The player with the highest result may move the Dreadnought that turn, while the other player may fire 1 weapon during the shooting phase. In the case of a tie the Dreadnought may not move or fire at all.

## DREADNOUGHT PILOT

D6	Result
1-2	The pilot is mortally injured. If the Dreadnought moved in its previous turn, it will spin round to face a random direction and move D6" before coming to a halt. From now on the Dreadnought may only fire weapons or move if the owning player first rolls a 6 on a D6 at the start of his turn.
3-6	The pilot is slain and the machine comes to an immediate halt. The Dreadnought is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield.

## ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.

## LEG

D6	Result
1-2	The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below.
3-4	The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game.
5-6	The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game.



## WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.



# BLOOD SLAUGHTERER

Amongst the greatest of Khorne's weapons are the part magical, part technological Daemon Engines. Daemon Engines are literally daemonic machine creatures made of iron and brass. Covered with heavy armour of black steel and marked with brass skull runes of Khorne, Daemon Engines are deadly, hulking monstrosities bristling with weapons. Their advance is almost unstoppable as they clank forward on rattling tracks or spiked wheels.

The Blood Slaughterer is a deadly opponent as it hurtles across the battlefield on its iron bound wheels, spraying bloody death from the heavy bolters mounted in its chest, or tearing its enemies apart with its axe and whip in hand-to-hand combat. The Blood Slaughterer will charge anything that gets in its way, attacking ferociously until it is destroyed.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy Bolters	0-20	20-40	-	-	5	D4	-2	Sustained Fire
Lash of Khorne	-	-	-	-	4	1	-	Special see main rules
Power Axe	-	-	-	-	6	1	-3	Close combat only

M	WS	BS	S	I	A	Ld
8	4	4	4	4	3	8

Type	Wheeled
Points Value	125

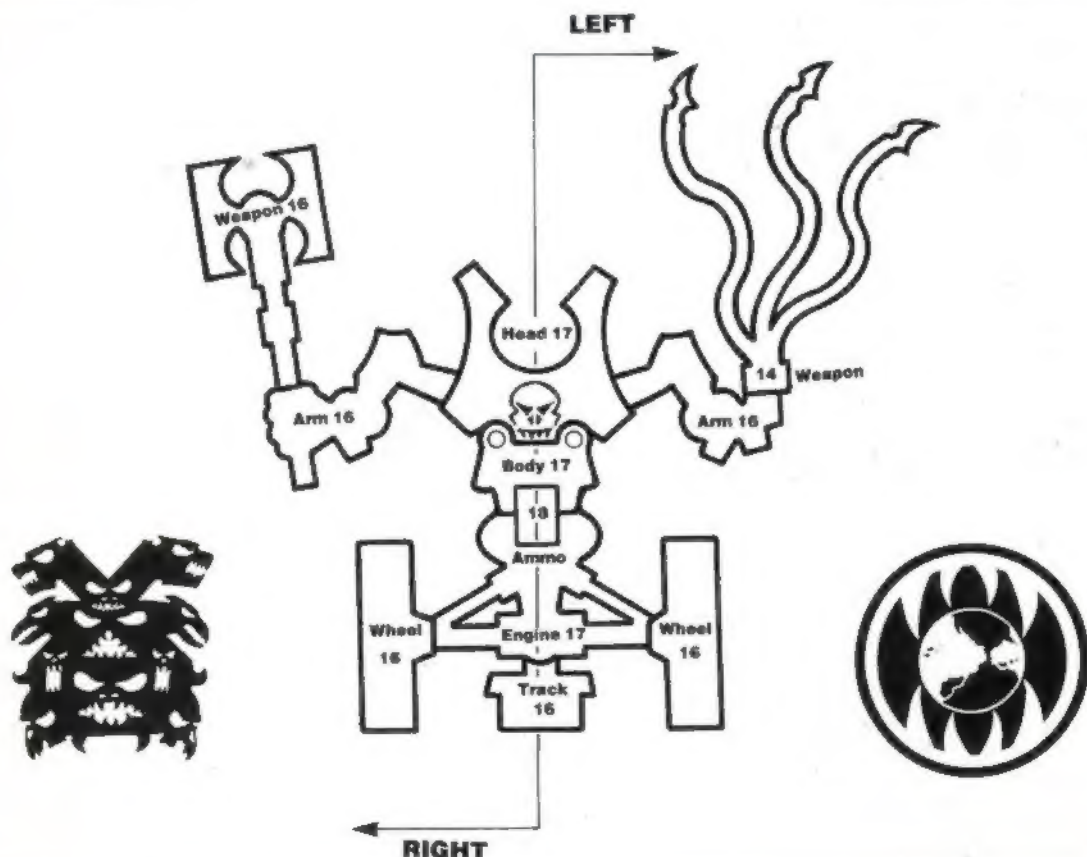
The Blood Slaughterer is armed with twin heavy bolters with a 90° field of fire, a power axe and a Lash of Khorne.

The Slaughterer causes Fear and will go into Frenzy as soon as it is in charge range of the enemy.



BACK ARMOUR -1

FRONT ARMOUR +1



# BLOOD SLAUGHTERER DAMAGE TABLES

## HEAD

D6	Result
1-2	The delicate sighting mechanisms in the Slaughterer's head are damaged by the force of the attack. The Slaughterer's Weapon Skill and Ballistic Skill are reduced by 1 point each for the rest of the battle.
3-4	The Slaughterer is stunned for one turn. In its next move it will stagger D6" in a random direction, colliding with anything in its path. It may not shoot, but may attack in hand to hand combat.
5	The hit drills the Slaughterer neatly between the eyes killing it instantly. The machine grinds to a halt and may not move or attack for the rest of the battle.
6	The Slaughterer is struck squarely in the face and decisively blown away! It is hurled back D6" and collides with anything in its way. All troops on the side opposing the Slaughterer that have a LOS to this spectacular kill are immune to panic and will not rout this turn - they also give a mighty cheer! Routing troops with a LOS immediately rally.

## AMMO

D6	Result
1	The ammo casing is split. Roll a D6 at the start of each of the Slaughterer's turns: on a roll of 1-3 the ammo explodes destroying the Slaughterer. Any model within 3" of the Slaughterer is caught in the explosion and takes a S6 hit, with a -1 saving throw modifier that causes D3 wounds. On a roll of 4-6 nothing happens - this turn...
2-5	The ammo explodes destroying the Slaughterer. Any model within 3" of the Slaughterer is caught in the explosion and takes a S6 hit, with a -1 saving throw modifier that causes D3 wounds.
6	The ammo explodes destroying the Slaughterer and scattering debris over a wide area. Any model within 3" of the Slaughterer is caught in the explosion and takes a S6 hit, with a -1 saving throw modifier that causes D3 wounds. In addition, any model within 2D6" is hit by flying debris, inflicting a S3 hit which will cause 1 wound. Normal saving rolls apply against damage inflicted by the debris.

## BODY

D6	Result
1	The ammo feeds to the heavy bolters mounted in the body are jammed and the Slaughterer's heavy bolters may not be used until they are repaired. Roll a D6 at the start of each of the Chaos player's turns: on a roll of 5-6 the jam is cleared and the weapon may be used as normal.
2-5	The heavy bolters mounted in the body are destroyed and may no longer be used.
6	The heavy bolters mounted in the body are destroyed and may no longer be used. In addition there is a flashback to the Slaughterer's ammo. Roll on the ammo damage table to see what happens.

## WHEEL OR TRACK

D6	Result
1	The wheel or track is damaged and the Slaughterer's maximum move is halved.
2-5	The Slaughterer moves out of control in its next turn and then slows to a halt. It can turn in place on subsequent turns, but if it loses another wheel and/or track it comes to a permanent halt. It may still shoot and fight in hand to hand combat as normal.
6	The Slaughterer is flipped over by the explosion and is destroyed. Decide randomly which way the Slaughterer falls; anything that is fallen on takes a S5 hit with a -1 saving throw modifier.

## ENGINE

D6	Result
1	The Slaughterer's maximum move is halved.
2-5	The Slaughterer moves out of control in its next move, and then grinds to a halt, unable to move or attack for the rest of the game.
6	A spark ignites the Slaughterer's fuel tank and it bursts into flames. The flaming wreck moves out of control next turn and then explodes. Anything within 2D6" of the point where it ends up is hit by debris on a roll of 4+, inflicting a S3 hit which will cause 1 wound. Normal saving rolls apply.

## ARM

D6	Result
1	The arm is damaged and may not be used until repaired. Roll a D6 at the end of each of the Chaos player's turns: on a roll of 5-6 the arm is fixed and starts working normally. Until then the number of attacks the Slaughterer may make is reduced by 1, and it may not use the weapon attached to the arm.
2-5	The arm is destroyed. The number of attacks the Slaughterer may make is reduced by 1, and it may not use the weapon attached to the arm.
6	The arm is blown off and flies 2D6" in a random direction. Anything standing where it lands takes an automatic S7 hit with a -2 saving throw modifier. The number of attacks the Slaughterer may make is reduced by 1, and it may not use the weapon attached to the arm.



## WEAPON

D6	Result
1	The weapon is damaged and may not be used until repaired. Roll a D6 at the end of each of the Chaos player's turns: on a roll of 5-6 to weapon is fixed and starts working normally.
2-5	The weapon is destroyed.
6	The weapon is blown off and flies 2D6" in a random direction. Anything standing where it lands takes an automatic S7 hit with a -2 saving throw modifier.



# SCREAMER KILLER DAMAGE TABLE

## ARM

D6	Result
1	The shot clips the creature's shoulder, spinning the model round 90° but having no other effect.
2	The arm is numbed by the shock of the impact. The Screamer Killer loses one attack until end of next turn.
3	Sub-utaneous storage cells and static columns are shaken up causing the Screamer Killer's bio-field to be disrupted. It may make no ranged attack next turn.
4	The Screamer Killer is knocked sprawling. It staggers D6" in a random direction, colliding with anything it moves into.
5	The Screamer Killer's arm is seriously wounded. It loses 1 from its attacks for rest of game. If 2 different arms are wounded then the Screamer Killer may use no more ranged attacks for the rest of the game.
6	The Screamer Killer's arm is ripped off by the hit. It loses 1 from its attacks and may use no more ranged attacks for the rest of the game.

## BODY

D6	Result
1	The shot is deflected by the Screamer Killer's shoulder, spinning the model round 90° but having no other effect.
2	The Screamer Killer's reinforced rib cage absorbs the blow, but the force of the attack knocks it over. The Screamer Killer must spend next move standing up, and it may not use its ranged attack while it does so.
3	The Screamer Killer is knocked sprawling by the impact. It staggers D6" backwards, colliding with anything moved into.
4	The Screamer Killer is badly injured by the hit, but still moving! Loss of vital fluids slows the Screamer Killer to half move and also halves its WS & BS for the rest of the game.
5	The shot rips a gaping hole in the Screamer Killer's chest. It collapses but then starts to slowly get up! The Screamer Killer must spend next move standing up, and it may not use its ranged attack while it does so. Its WS & BS are halved for the rest of the game.
6	The creature is apparently mortally wounded and collapses. Roll a D6 at start of next turn. On a roll of 1-3 the creature dies. On a roll of 4-6, treat it as seriously wounded - result 5 above.

## LEG

D6	Result
1	The inch-thick chitinous plates on the Screamer Killer's leg hold, but the force of the blow knocks it over. The Screamer Killer must spend next move standing up, and it may not use its ranged attack while it does so.
2	The Screamer Killer suffers a shallow leg wound. Its movement rate is halved for the rest of the game.
3	The Screamer Killer is knocked sprawling. It staggers D6" in a random direction, colliding with anything moved into.
4	The leg is seriously wounded. The Screamer Killer may now only limp 1D3" per turn. If it rolls a 1 for movement it falls over as for result 1 above.
5	The Screamer Killer's leg is crippled. It may not move but it can still turn in place.
6	With a shower of ichor and gristle the leg is blown off. The Screamer Killer is completely incapacitated for the rest of the game.



## HEAD

D6	Result
1	The creature is stunned and may do nothing in its next turn.
2	The Screamer Killer's domed skull deflects the blow but the force stuns (see 1 above) and knocks over the Screamer killer. The Screamer Killer may do nothing in its next turn and must spend its next move after that standing up. It may not use its ranged attack while it does so.
3	The Screamer Killer is badly injured by the hit, but still moving! Synapse damage halves its WS, BS & I for the rest of the game.
4	The shot shears through the creature's spine, severing the Hive Mind synapse and driving it mad with pain for the few seconds before it expires. Move the Screamer Killer D6" in a random direction. It will attack anyone moved into (including friends). Then roll a D6. On anything but a 6 the creature dies immediately, on a 6 the creature will rampage again during the next movement phase.
5	The hit drills the Screamer Killer neatly between the eyes and the creature drops down dead!
6	The Screamer Killer is struck squarely in the face and decisively blown away! It is hurled back D6" and collides with anything in the way. All opposing troops that have a LOS to this spectacular kill are immune to panic and will not rout this turn, they also give a mighty cheer! Routing troops with a LOS immediately rally.



# SCREAMER KILLER

The Screamer Killer is one of the larger Tyranid bio-constructs: a living engine of destruction designed for use in assaults, boarding actions and massed battles. Because of its exceptional size and toughness the Screamer Killer is treated as a Dreadnought in all respects, even though it is a living creature. At close quarters it uses its deadly claws to tear the enemy to pieces, ripping through armour and shredding flesh with ease. The Screamer Killer's ranged attack is even more terrible. Rasping plates in the mouth, gases secreted in the lungs, and a high frequency scream produced by the creature's vocal cords combine to produce a highly unstable bio-plasma energy bolt. This forms for a split-second in front of the Screamer Killer, held in place by a flickering electrical field generated around the creature's claws, before it is belched forth to burn its path across the battlefield and explode with incandescent fury.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bio-plasma	0-18	18-36	+1	-	8	1D6	-4	2" Blast area

M	WS	BS	S	I	A	Ld
6	6	4	7	6	4	8

Type	Walker
Points Value	150
Crew	none

The Tyranid Screamer Killer can fire its bio-plasma discharge in a 90° field of fire to its front.

